HÂRNMASTER

ROLEPLAYING IN THE WORLD OF KÈTHÎRA

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BASED ON THE ORIGINAL GAME CREATED BY
N. Robin Crossby

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ISBN: 978-1-926437-07-1
v 1.2

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Foreword

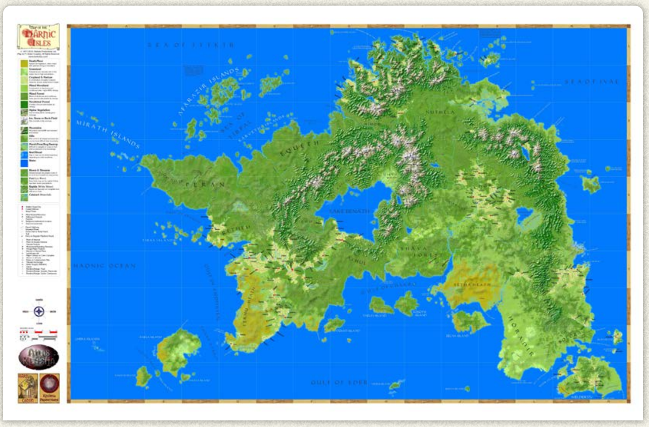
This year, 2024, is 41 years since N. Robin Crossby released the first Hârn product in 1983, and 38 years since HârnMaster was released in 1986 to provide rules to support the setting. A huge range of materials has been developed both for the island of Hârn and its various realms and peoples, as well as for regions far beyond that misty island's shores.

The magic of Robin's work has at least partly been found in the balance between real world sensibilities and the wonder of medieval fantasy. For generations, his world has provided a foundation and springboard to imaginative gaming that seems plausible, with GMs and players discovering as much as they create. The HârnMaster rules likewise present mechanisms that are based on common sense—they describe and simulate how things work on Kethira rather than force how things work on Kethira to fit a game.

A few years back we asked Walt to join us, to build upon this legacy and to create a new edition that updates the previous work. We've kept the core mechanics, explored some unaddressed corners, and smoothed out the occasional rough edge, all with an eye towards the world as Robin dreamed it up.

Cheers and Happy Explorations.

Jeremy Baker and Ken Snellings
Keléstia Productions



Preface

N. Robin Crossby's exemplary and most enduring contribution to the hobby of tabletop roleplaying is his map of the island of Hârn. From its crayon-rendered inception to his culminating multilayered PDF and definitive hard copy version of 2010, this image—alone—best evokes what most fans have come to love about gaming in Crossby's world: its consistency and detail.

While much of the HârnWorld setting was in print three years before the HârnMaster system, the two have ultimately been linked for the greater part of their publishing lives, just like almost every other successful RPG. Over recent years, the setting and the system have drifted slightly apart, perhaps by design, perhaps even celebrated by some. However, such division has led in part to an unfortunate isolation that, while leaving die-hards nearly unaffected, often confuses curious new gamers, even to the point of their wondering if Hârn publications are created with actual play in mind.

The primary intention, then, of HârnMaster: Roleplaying in the World of Kèthîra (HMK) is to reunite more clearly Crossby's world with an updated and expanded version of his rules—indeed, to publish with actual play in mind. Given the literally millions of words already written about its cultures and peoples, Kethira does not lack for descriptive richness. This substantial body of work can be an advantage to new gamers—there is a great deal of quality material immediately available to embrace. On the other hand, this very amount can also make it difficult to know: where does one start?

Thus, HMK's second, equally important, intention is to be just such an overt launch point. Its 436 pages provide mechanics for making characters, testing their skills and abilities, and ushering them through adventures involving intrigue, action, profound mysteries, and strange creatures and entities. It is a complete fantasy roleplaying game, gathered in one clear place.

But to make gaming in Kethira easier for both veteran and new players, more will be needed. The hobby is driven by committed players and, especially, hardworking gamemasters. There are few of either who do not tinker with a game's canonised setting and rules to fit their own vision. However, there have been few RPGs over the years that have forced them to do so the way Hârn's sometimes confusing level of entry has required.

Keléstia Productions will continue to expand the setting with the celebrated consistency and detail, while also anchoring it clearly to the system Crossby himself tailored to express its reality. The release of HMK also coincides with a new commitment to adventure—starting with a free quickstart download, but soon to include a fuller campaign with a GM screen and kit. Our third intention, therefore, is to make running games on Kethira using HârnMaster easier. This rulebook is just the beginning.

Introduction

The participants in a tabletop roleplaying game (RPG) usually include one gamemaster (GM) and one or more players who each controls the actions of one player character (PC). The GM describes the world within which the PCs exist and devises situations for them to face. The players dictate their own PC's response to these encounters, and the GM adjudicates the outcome of any resulting conflict. Such judgements very often require the GM to decide the actions of the other people and creatures in the world, called the non-player characters (NPCs).

Resolution in the game is achieved by rolling dice or through simple fiat. In either case, the completion of one situation can lead to another, with the process repeating itself as long as the participants wish it to—a series of them is often called an 'adventure'. Some role-playing games last only a couple of hours, while others continue, on separate occasions, for several weeks, or even longer.

RPG Narration

An RPG shares several elements with traditional narrative genres such as literature and cinema: a story unfolds about one or more primary characters in a specific setting. Participants in an RPG can incorporate certain techniques shared with actors, especially in expressing what their PCs say through voice inflection and emoting. While some RPG books incorporate the theatrical lexicon of 'scenes' and 'acts' to describe how the game unfolds, this can be misleading. A traditional story's terminus has already been established before the audience engages it: on the last page of a novel, in the final action of a play, in the closing frames of a movie. One can, literally, turn to the end to see what happens. However, in an important contrast, an RPG narrative includes *no scripting of outcome*, neither in the variance of the dice rolls, nor through the unexpected choices of the GM and players. Its ending is unknown.

An RPG also shares elements with card and board games: a codified set of rules (however many) and usually an inclusion of chance (even if merely to determine who goes first). More saliently, traditional games all have a definitive end point that is known by the participants from the start, such as 'after turn six', or 'when a king has no legal moves to escape'. Although how a traditional game will end is unknown, that it will end—even in a draw—is usually always known. However, an RPG includes *no expectation of sequence*. It is not merely that the PCs might fail in the story (many books and movies surprise their readers and audiences in this way), it is that each current situation PCs face includes no guarantee that there will be a subsequent one. This narrative indeterminacy explains in large part why many gamers come to love the unusual RPG experience. You not only do not know how it will unfold, but not even when, or whether, it will end.

RPG Cooperation

Even a lack of preordained script and an open-ended time frame do not fully describe an RPG. Its most attractive feature is the nature of its cooperative storytelling—the participants are both authors and audience. These roles are not limited to just the GM or to just the players; both types of participant hold unique responsibilities.

The best GMs usually have a profound enthusiasm–even love—for the particular game and its setting, and they exhibit a generosity, very much like a gracious party host, that enables the players to have fun, too. Whether they use adventures published by gaming companies, or devise their own whole cloth, GMs should try not to have rigid expectations about how the narrative unfolds. They can even come to enjoy witnessing the unexpected turns it takes, similarly to how the players experience the story.

Having such a generous, dedicated GM, the best players usually express their gratitude through committed game play. Not everyone need demonstrate this through dramatic expressions ('funny voices'); rather, dependable attendance, attentive engagement, appreciation for the GM's efforts, and respect of other players are the keys.

Thus, the central benefit of a tabletop RPG grows out of the intimacy of the social bonds required to play it, whether in person or online. It shares this feature with other games: a great way to pass the time with friends. However, the excitement of participating in an RPG stems uniquely from a narrative 'adventure'—unknown and untimed—that in a way echoes the adventures undertaken by the very PCs in the game's setting.

THE SETTING

While this engaging form of narration and cooperation applies to most RPGs, the setting of HârnMaster—the world of Kethira (often called HârnWorld)—expresses a singular tone that helps distinguish it from many others in the fantasy genre. While this is not a value judgement—'Kethira is better'—its tone largely results from an attention, established by Crossby himself, to depicting accurately several different aspects of *natural detail*.

Place: Kethira, as a gaming environment, is probably best known for the quality of maps that depict it—from the aforementioned iconic map of the Hârnic Isles, to both larger continental maps and smaller scale local maps of towns and villages, down to the interior plans of buildings (where one millimetre equals one foot).

As important to the sheer number and variety of the maps, however, is the realistic style used to render them. This includes not only their literal artistic clarity, but also the geographical authority of their content, such as accurate interpretations of plate tectonics, and rational depictions of migrations and economics. The details of the maps are vivid *and* they make sense, both traits grounding the world in a familiarity that helps foster immersive roleplay.

Another important quality of Kethira's geography is its near-Earth semblance. While such correspondence is not new to the hobby—and perhaps not uncommon to the design imagination of the 1980s—the world is nearly identical in size to Earth and shares many of its components. The similar relative placement of the Hârnic isle to our Great Britain, or so too the desert realm of Hepekeria to our north Africa, increases the number and depth of familiar points of role-playing contact.

Time: the date of all published material has always been 'frozen' at the start of the year identified as TR 720 (reflecting a time period broadly analogous to our own 9th through 14th centuries). This static detail grants a conceptual stability to describing both what has happened in the world up to this date (history) and what exists at this very moment (culture). It also gives to gaming groups an assurance about future published material that allows them to develop the world consistently, as they wish.

Person: in natural extension to the cartographic and historical detail applied to Kethira, the world's peoples receive expansive description. As one example, there is no PC 'common tongue' to induce ease of role-playing: the region of birth of all characters informs very specifically their native language as well as those foreign ones readily or often learned. The detail of such societal context, in fact, increases the opportunities for roleplay through its very tensions and exigencies. Many interesting narratives can unfold through what characters do not have in common and through how they blend individual strengths to overcome their shared obstacles.

Mystery: while the setting's familiarity comes very close to capturing a historical Terran milieu, not all realities in the two worlds work the same. Magic and monsters are real on Kethira, even if their effects and environments are subtle. While Kethira's religions are abundant and powerful, the gods worshipped are more removed from direct and obvious intervention than in typical fantasy RPG worlds. Inspiring mysteries exist, but, perhaps more frighteningly, they do so from the shadows.

Ordeal: finally, the trauma to the bodies and minds of characters that occurs during the course of their adventures are rendered in accurate detail. Players note for their PCs specific physical injuries to discrete locations, in various levels of debilitating severity. Mental trauma results both from the aberrance of the bizarre as well as from the terror of personal combat. Ordeal in the world of Kethira is sometimes cruel, but fighting spirit can overcome more than is often imagined possible.

THE SYSTEM

The place, time, person, mystery, and ordeal endemic to HârnWorld receive appropriate expression in HârnMaster. Since the setting is described with such attention to natural detail, the system must function as a natural interface with it. This is achieved quite elegantly: very few concepts used in the game *by the players* are not also directly expressed in the game world *by the characters*.

THE CONCEPTS

While one would neither argue with the success, nor disparage the popularity, of RPGs that use the abstract concepts of 'character class', 'character level', 'hit points' or 'armour class', HârnMaster *cannot* use them if it is to provide game mechanics that more directly represent the reality of the game world. To this end, a HârnMaster character is defined in large part by only three concrete ('real world') concepts: talent, training, and items.

Talent: a character's inherent talent of body and mind is measured by six physical ratings and six mental ratings, called Attributes (pages 36–37).

Training: a character's vocational training is expressed through the availability of over 70 discrete Skills (page 46), ranging from the mundane (Ceramics) to the esoteric (Astrology). A character's ultimate mastery is a function of the talent of Attributes and training time.

Items: the type of weapons and armour characters possess strongly affects their martial capability, in some cases to a greater extent than training. Warriors bear the best protection they can afford. A similar power resides in the fairly rare arcane artefacts mages may come to create.

If measured by the number of Attributes and Skills, HârnMaster is not 'system lite'. However, it has no major *component layers* beyond these two, and, where additional concepts do appear, they are clear exceptions, such as those expressing the strange abilities of certain creatures and spirits. So, while the breadth of coverage offered by Attributes and Skills is substantial, the mechanical interface that inserts them into the game's progress—into the shared narrative—requires little *player* expertise.

THE DICE

HârnMaster uses polyhedral dice that are identified with the letter 'd' followed by their size (the highest result expressed): d4, d6, d8, d10, d12, d20, and d100. A d100 is usually represented by the roll of two ten-sided dice at once—the player designates one as the tens digit, the other, the ones digit. Thus, the two simultaneous d10 results of '4' and '7' render a 47 for a d100 roll.

A number placed in front of the 'd' indicates how many separate dice of the indicated size are rolled and added together (if no number appears, then just one die is rolled). For instance, 3d6 means roll three d6 and add them together: a 4, 2, and 6 give 12. Sometimes several dice are rolled at the same time but are not added together—the rules will clearly state such exceptions. Also, unless noted otherwise, computed fractions are rounded normally.

The game might refer to a few less common dice such as d1 or d30. Although phone applications and virtual tabletops often allow for such dice rolls, players can also easily replicate them using other polyhedral dice:

d1: roll d6. A roll of 1–3 equals 0; a roll of 4–6 equals 1.

d2: roll d6. A roll of 1–3 equals 1; a roll of 4–6 equals 2.

d16: roll d6 and d8. If the d6 result is 1–3, add 0 to the d8 result. If the d6 result is 4–6, add 8 to the d8 result.

d24: roll d6 and d12. If the d6 result is 1–3, add 0 to the d12 result. If the d6 result is 4–6, add 12 to the d12 result.

d30: roll d6 and d10. If the d6 result is 1–2, add 0 to the d10 result. If the d6 result is 3–4, add 10 to the d10 result. If the d6 result is 5–6, add 20 to the d10 result.

THE D100 TEST

The core dice mechanic in HârnMaster is the d100 test (see pages 60–62 for a complete explanation). Here, players roll d100 against a number, usually the rating of an Attribute or Skill, to measure the outcome of a specific endeavour—*do you hear the stalking beast?; do you cast the spell?* If the dice result is equal to or less than the number, the test succeeds. If not, it fails. For instance, a roll of 47 versus 50 is Success (S), but a roll of 57 is Failure (F).

If the last digit of the d100 roll is a 5 or 0, then the result is noteworthy: either Critical Success or Critical Failure. A roll of 40 versus 50 is Critical Success (CS), but a roll of 55 is Critical Failure (CF). This renders four possible Success Levels to any single roll (CF, F, S, CS), and nearly the entire game is played using just these d100 tests.

THE RULEBOOK

The HMK rulebook contains eight chapters and three appendices (see Content, page 3). The core chapters can be divided conceptually into four broad themes.

I. World: at the start (Chapter 1), a very brief overview is given of the entire world of Kethira and, in a little more depth, Venarive, the area comprised of 22 distinct regions in the northwest of the central continent.

II. People: the next three chapters explain character generation (Chapter 2), skills (Chapter 3), and the various possessions characters may obtain (Chapter 4).

III. Action: the third broad division includes the rules for the situations that arise during adventures (Chapter 5), such as social interaction, travel (including seafaring), combat, and trauma. The largest section in the book explains in full the three Mysteries—the arcane, astral, and divine (Chapter 6). Included are over 200 specific spell entries. The final part of this action section is the Bestiary (Chapter 7), where over 50 creatures and entities are described, including, for several of the more powerful ones, step-by-step GM advice on how best to implement the creature's various powers during an encounter.

IV. Development: while some role-playing games do not last more than a few hours, most participants continue them through several separate, yet often connected, series of adventures over many sessions. This is usually called a 'campaign' and it is the subject of the last section of the book (Chapter 8). Such continuation often satisfies well both the GM, who may devise longer, more involved situations for the PCs to face, and players, who may chart their PC's long-term evolution.

The book closes with three appendices that gather together several important tables for describing the various cultural regions and languages of Venarive in more detail. Also included are an extensive *Keléstia Glossary* of important world reality concepts, and an *Index* for accessing more readily the most significant game rules and terms.

As a special note, readers should refer to the sections entitled Advice & Options at the end of Chapters 2 through 7. In previous editions, many optional rules were scattered throughout the main body pages; here, they have been gathered into one location, at the end of each respective chapter. In addition to optional rules, these sections include expanded discussion of core rules—advice that may help players further understand the game.

Companion Works

As a setting, Kethira is well established. New players can benefit from the availability of many PDFs already describing its regions and realms—they can begin immediately exploring the world, and do not have to wait for a roll out of products over the months or years ahead. Veteran players may rest assured that all of their previous world material is still completely relevant, and that the earlier HârnMaster editions are compatible with the game mechanics presented here; even new concepts are easily portable or amended.

Finally, the current HMK volume is written largely as a game companion to two specific products that are invaluable for getting more detailed information on the setting (found at www.kelestia.com):

VENÂRIVÈ (NORTHWESTERN LÝTHIA): the definitive description of the 22 regions that are given an overview in HMK's Chapter 1. The 250 pages covers all the important historical, cultural, social, and economic details, and the product includes a lavish multi-layered PDF map, as well as a spreadsheet summarising important data.

KÈTHÎRA (WORLD OF HÂRN): a comprehensive review of the history, politics, geography, climate, precipitation, winds, currents, tectonics, and natural vegetation of the whole world; includes fifteen full-colour, full-page maps.

CHAPTER 1

Hârn and the World of Kèthîra

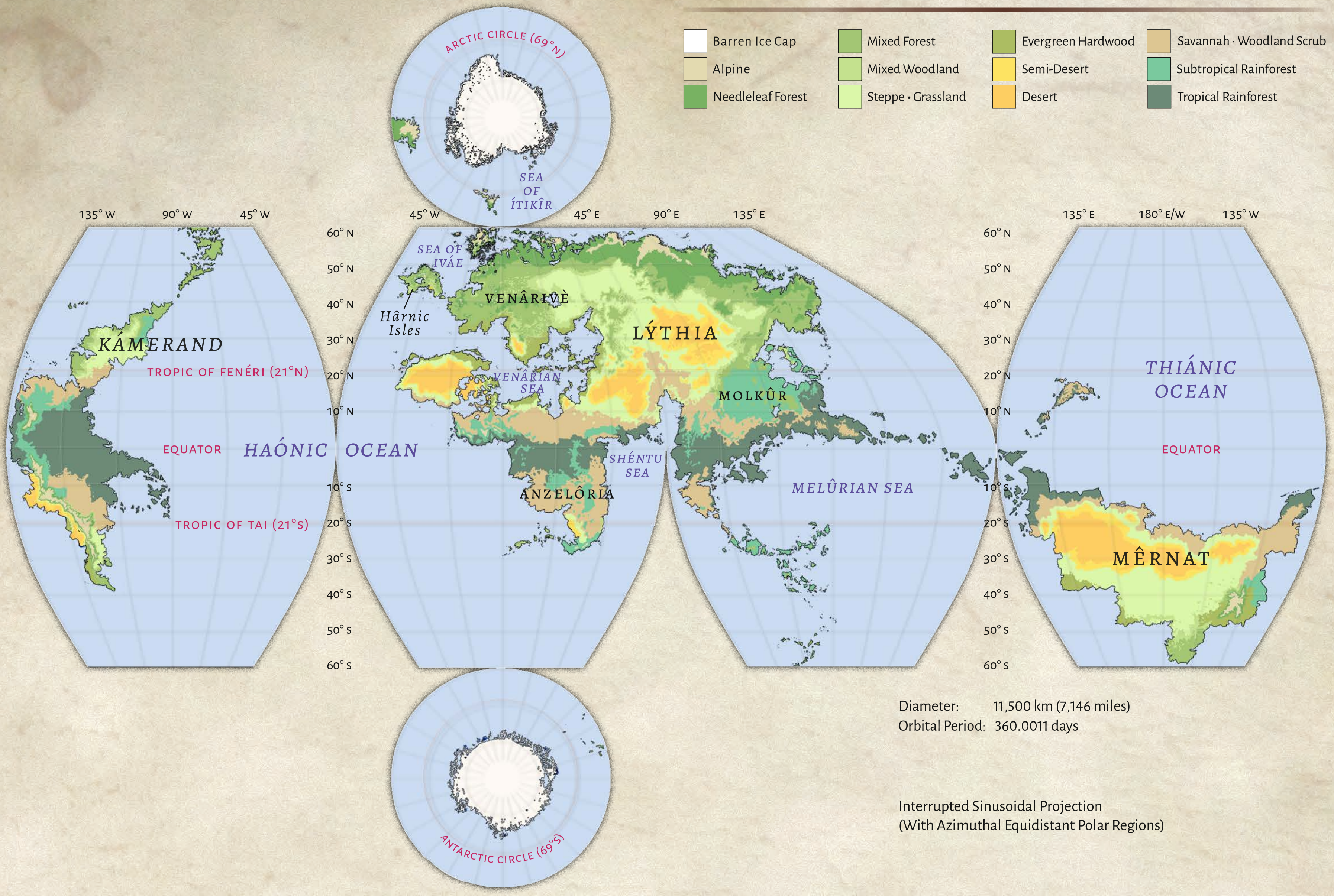
SHE TAKES THE LAST STEP off the gangway in a short leap, thankful to be back on solid ground. Three days to sail the swift Emel Straits was not a long time, but ten years since having been on a ship will leave her feeling the swells for a while. After a quick nod of thanks to the captain up on deck, Nolora turns to find herself suddenly impeded by a swarm of milling sailors along the wharf.

Memories return of the brief journey in her youth to this same Cherafir port—the web of thick cordage, the din of shouts and conversation in a dozen tongues, the wide-ranging canvas of folk from all realms of Venarive. Jostled backwards by the crowd further onto the pier, Nolora finally sees what the throng is: the boarding crew of the immense three-masted merchant galley berthed opposite the vessel she just left. Secured stern first to the wharf, the Larumar's length juts over a hundred feet into the water beyond, where mooring lines from a handful of small oared boats steady its prow for the anticipated row out to sea.

Nolora grips her thick bow stave for leverage in making headway ashore through the embarking sailors. While not menacing, they part absently, Nolora not hesitating to lend a subtle elbow to her progress. She pauses at hearing a greeting called out in her native Emelan. Ahead, emerging out of the crowd, appears Elben, robed now in finer silk and leather than she recalls from before, the corners of his eyes more creased, the hair at his temples more greyed. He repeats her name while extending a hand, and says: 'Welcome back to the Misty Isle!—it's been far too long.'

KÈTHÎRA

NATURAL VEGETATION


Barren Ice Cap
Alpine
Needleleaf Forest
Mixed Forest
Mixed Woodland
Steppe • Grassland
Evergreen Hardwood
Semi-Desert
Desert
Savannah · Woodland Scrub
Subtropical Rainforest
Tropical Rainforest
ARCTIC CIRCLE (69°N)
SEA OF ÍTIKÎR
135° W
90° W
45° W
45° W
45° E
90° E
135° E
135° E
180° E/W
135° W
60° N
50° N
40° N
30° N
20° N
10° N
10° S
20° S
30° S
40° S
50° S
60° S
SEA OF IVÁE
Hârnic Isles
VENÂRIVÈ
LÝTHIA
KÁMERAND
TROPIC OF FENÉRI (21°N)
VENÂRIAN SEA
MOLKÛR
THIÁNIC OCEAN
EQUATOR
HAÓNIC OCEAN
EQUATOR
SHÉNTU SEA
ANZELÔRIA
MELÛRIAN SEA
TROPIC OF TAI (21°S)
MÊRNAT
ANTARCTIC CIRCLE (69°S)

Diameter: 11,500 km (7,146 miles)
Orbital Period: 360.0011 days

Interrupted Sinusoidal Projection
(With Azimuthal Equidistant Polar Regions)

KÈTHÎRA

The HârnMaster game is set in the world called **Kethira**, a planet very close in size and nature to our own. It is the second of five planets of the star Nolomar, with an average diameter around 11,500 km and an orbital period of a fraction over 360 days. A common calendar—the Tuzyn Reckoning (TR)—divides the year into twelve months of 30 days each, with three tenday weeks per month. The current date is 1 Nuzyæl TR 720, the first day of the year.

THE LAND

The map on page 10 displays the natural vegetation of Kethira's three continents: Kamerand, Lythia, and Mernat.

Kámerand

Having the greatest north-south extent, Kamerand expresses highly varied climate and vegetation. Its many cultures are dominated by the brutal Yerazai, the 'Golden People' of the central western coast. Kamerand remains a fabled, virtually unknown land to other Kethirans.

Lýthia

Easily the largest of the three continents, Lythia has every type of climate and vegetation, and a large diversity of cultures. Three areas on its periphery—Anzeloria, Molkur, and Venarive—are of special note.

Anzelôria: the southwestern subcontinent of Lythia sits across the equator, its rainforests and savannahs sparsely populated. The ancient civilisations of Anzeloria have remained largely isolated and guarded.

Molkûr: the southeast region of Lythia is mostly covered by subtropical rainforests. Its ancient ziggurat culture is believed to have influenced greatly the practice and spread of the arcane arts throughout the rest of the continent.

Venârivè: the name of the northwestern part of Lythia is a portmanteau of two prominent waters—the Venarian Sea and the Sea of Ivae. Venarive includes the northern coast of Anzeloria and the largely desert island of Hepeker. While all climates are represented, its sizeable temperate zones have fostered wide-ranging empires and kingdoms.

Hârnic Isles: the over 300 islands in the furthest northwest reach of Lythia include rugged and mist-shrouded Hârn, the largest island of the group.

Mêrnat

The third continent of Kethira consists mostly of desert and grasslands. Mernat's scant population lives harmoniously with nature, its societies having resisted colonisation from the Yerazai of Kamerand but 400 miles to the east.

KÉTHRIAN FAMILY OF WORLDS

Kethira is at the crossroads of six other worlds, all collectively known as the 'Seven Worlds' or the 'Kethrian Family'.

Blessed Realm: home to the god Siem and destination of the elves when they leave Kethira and Midgaad.

Lósenor: a place of incandescent red gas, a lost 'world' said to be where the ancient Earthmasters came from.

Midgaad: the moderately magic-strong 'Middle Realm' where the Ælrhin (elven-folk) and Dârzulim (dwarven-folk) of Kethira probably originated.

Sherém: a world not unlike Kethira, yet also ever-changing and truly enigmatic.

Terra: the near-zero-magic world whose technology is thought to be incompatible with magic.

Yàsháin: the embattled world of gods, demigods, and divine heroes, where the souls of Kethirans are believed by most to go upon death.

THE WATER

Oceans and seas, including two polar ice packs, cover more than three-quarters of Kethira's surface. These are its primary waters:

Haónic Ocean: the northern current of this mighty ocean brings the warm waters of tropical Kamerand to Lythia, moderating the climates of its northwestern realms.

Melûrian Sea: off the southeastern coast of Lythia, these tropical waters reach from isolated archipelagos to the southwest to the great continent of Mernat.

Sea of Ítikîr: high winds and sea-ice of this circumpolar sea make it the most dangerous of Kethiran waters.

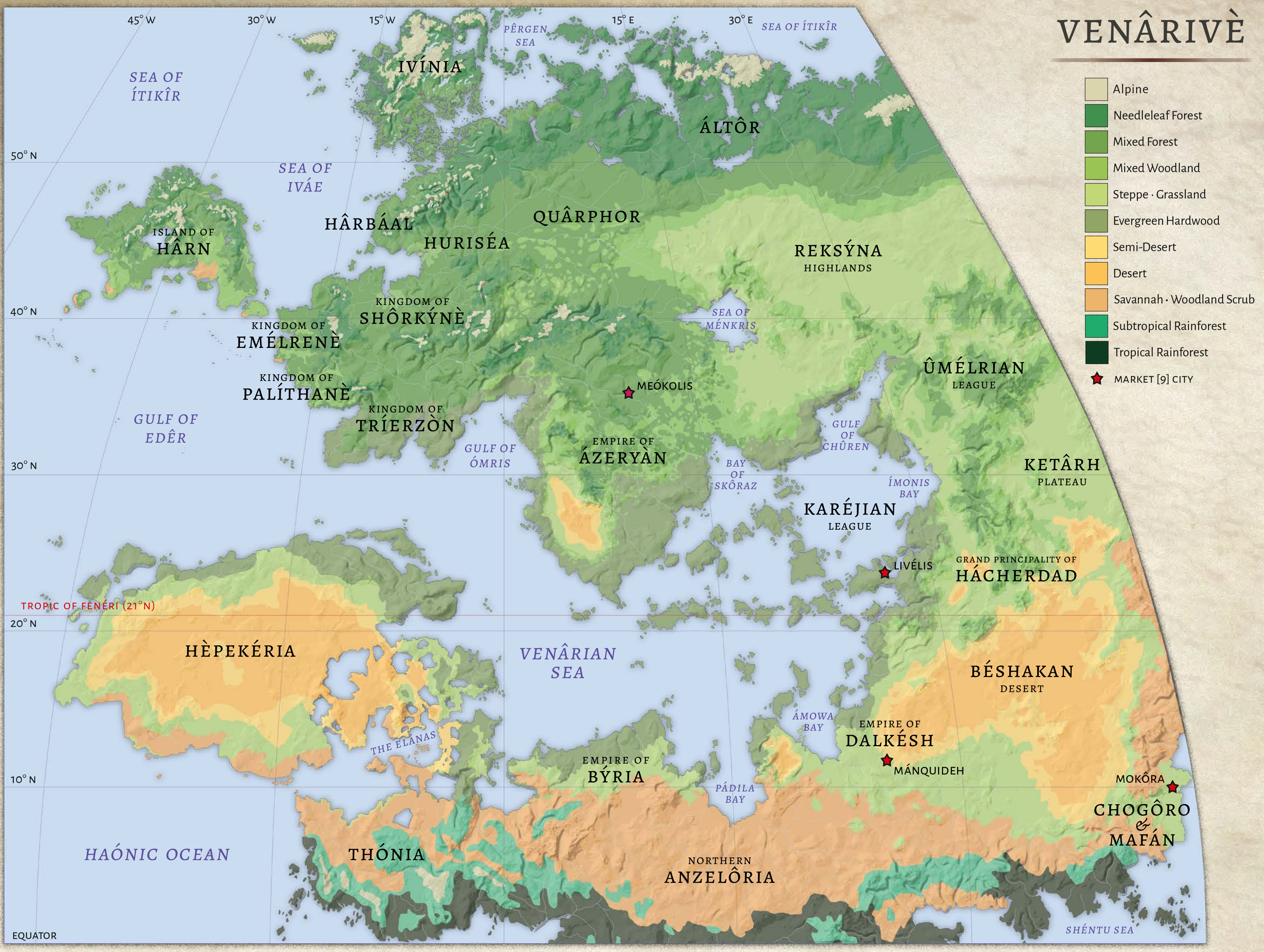
Sea of Iváe: this sea is named after the large island of Ivae, home to the Ivinian people, renowned sailors and traders.

Shéntu Sea: the waters between Anzeloria and southeast Lythia are noted for monsoons and tropical storms.

Thiánic Ocean: this vast body of water touches all three continents, but its extremely dangerous tropical summer cyclones leave it little travelled by mariners.

Venârian Sea: an ancient people named the Jarind called these warm and sheltered waters the *Emel Vadive*, or 'Middle Sea'. The Venarian Sea serves as conduit between the economies and cultures of central Lythia and the powerful realms of northwest Venarive.

VENÂRIVÈ


Alpine
Needleleaf Forest
Mixed Forest
Mixed Woodland
Steppe · Grassland
Evergreen Hardwood
Semi-Desert
Desert
Savannah · Woodland Scrub
Subtropical Rainforest
Tropical Rainforest
★ MARKET [9] CITY
45° W
30° W
15° W
15° E
30° E
50° N
40° N
30° N
20° N
10° N
EQUATOR
TROPIC OF FENÉRI (21° N)
SEA OF ÍTIKÎR
PÊRGEN SEA
SEA OF ÍTIKÎR
IVÍNIA
ÁLTÔR
SEA OF IVÁE
ISLAND OF HÂRN
HÂRBÁAL
HURISÉA
QUÂRPHOR
REKSÝNA HIGHLANDS
KINGDOM OF SHÔRKÝNÈ
KINGDOM OF EMÉLRENÈ
SEA OF MÉNKRIS
KINGDOM OF PALÍTHANÈ
MEÓKOLIS
ÛMÉLRIAN LEAGUE
GULF OF EDÊR
KINGDOM OF TRÍERZÒN
GULF OF CHÛREN
GULF OF ÓMRIS
EMPIRE OF ÁZERYÀN
BAY OF SKÔRAZ
ÍMONIS BAY
KETÂRH PLATEAU
KARÉJIAN LEAGUE
LIVÉLIS
GRAND PRINCIPALITY OF HÁCHERDAD
HÈPEKÉRIA
VENÂRIAN SEA
BÉSHAKAN DESERT
ÁMOWA BAY
EMPIRE OF DALKÉSH
THE ELÁNAS
EMPIRE OF BÝRIA
MÁNQUIDEH
MOKÔRA
PÁDILA BAY
CHOGÔRO & MAFÁN
HAÓNIC OCEAN
THÓNIA
NORTHERN ANZELÔRIA
SHÉNTU SEA

Venârivè

HÂRNMASTER supports game play set throughout the entire world of Kethira. The present book focuses on the huge swath of western Lythia called **Venarive**, a land whose nearly 70 million inhabitants speak scores of languages and express dozens of cultures.

The map on page 12 shows the area's natural vegetation and indicates the location of its 22 cultural regions. More detailed treatment is found in the *VENÂRIVÈ* publication; what follows here serves as an introduction for new players, and an overview for veterans.

Great Cities: urban settlements are rated with a Market Size (MKT) between 1 and 9 (page 33). The only four MKT 9 cities in Venarive are shown on the map: Livelis (population 80,000), Manquideh (107,000), Meokolis (195,000), and Mokora (72,000).

Áltôr

Four groups of the semi-nomadic Altic people live in the wild and frozen far north—the coastal Water Alts, the trapping Forest Alts, the farming Valley Alts, and the reindeer-herding Great Alts. Over the centuries they have been pushed to the north by the Quarph and to the west by the Reksyni. The urban settlements in the region result from recent, far-reaching Ivinian colonisation.

Anzelôria

The upper third of the subcontinent of Anzeloria lies north of the equator, forming the southern boundary of the Venarian Sea. The broad central savannah is inhabited by the pastoralist Pechalari tribal people, while, along the southernmost edge of Venarive, the Neshai tribes of the tropical rainforests practice swidden agriculture, in even greater numbers to the south in Anzeloria proper.

Ázeryàn

Historically the most powerful and important polity in all of Venarive, its empire once stretched from the shores of the Venarian Sea in the east to the coasts of Hepeker in the west, and from the Sea of Menkris in the north to the edge of Anzeloria in the south. While in the last several hundred years its size has been reduced by half, Azeryani culture and technology still greatly influence the entire region.

A centralist state with a highly stratified society, the Empire of Azeryan is ruled from the great imperial capital of Meokolis. The emperor's rule is bolstered by an extensive civil imperial bureaucracy and a standing army of forty legions spread throughout its lands. The people are more polytheistic than in feudal realms, and the church of Morgath (God of unlife and undeath), proscribed in much of western Venarive, enjoys an open and high status here.

Béshakan

The vast Beshakan desert is one of the harshest environments on Lythia, and home to a nomadic people called the Besha with their herds of Beshakan camels. They are fierce warriors who derive wealth from raiding trade caravans that cross the desert between the two great cities of Manquideh in Dalkesh and Mokora on the coast of the Shentu Sea.

Býria

Along the southern coast of the Venarian Sea lies the empire of Byria, a matriarchal theocracy of the martial Varanian (Laranian) religion. All female members of landholding clans are trained to arms from birth, whereas men are not permitted to bear weapons, and are often kept as illiterate slave labourers. Foreign traders, usually restricted to women of Karejian background, may only enter at the port of Inri. The Byrian Holy Crusade prepares for conquest, on both land and sea, of its powerful eastern neighbour, the Empire of Dalkesh.

Chogôro & Mafán

The mountainous coastal area of Mafan and Chogoro is a collection of various states that have a mixed cultural heritage, with most realms claiming some link to the semi-mythical Empire of Mafan. The Mafani League of Boliafra in the northeast is notable as one of the most urbanised regions of Lythia, which includes the massive port city of Mokora, a gateway to southeastern Lythia. The League of Serianapi, in the region's far southwest, is culturally Anzelorian, its Shentu people famous for their war-elephant cavalry.

Dalkésh

The Empire of Dalkesh centres upon the rich and fertile valley of the Targa River. A hotbed of factions and conflict, its society is caste-based, ruled by the military and religious houses, with merchant and various occupational castes below them, and, at the bottom, the 'out-caste', lower than even the slaves owned by higher strata. Dalken theology is both highly polytheistic and dualistic, with adherents of one religion recognising a close association with another—such as the religions of Naveh (discipline) and Alneha (leisure), or the religions of Zarath (mystery) and Shavkan (knowledge). The Dalken military consists of thirty legions and six fleets, vigilant against enemies all around: tribal Besha raiders from the eastern deserts, the combative Byrians to the west, and the Azeryani, their ancient and mighty enemy across the northern waters.

Emélrenè

One of the oldest states in all of Venarive, the Kingdom of Emelrene is esteemed for its places of learning and native Emhle people, who maintain a traditional lifestyle throughout the wilderness mountains of northwestern Venarive. The Kingdom was founded in large part to guard the lands between the Es rivers, an area full of strange magical areas called *lællyn*. One such zone, high in the eastern Jerinalian Mountains, is said to harbour slumbering dragons, not seen since the volatile Time of Fire over six hundred years ago.

Hácherdad

The Grand Principality of Hacherdad takes its name from a city-state of the same name, allied with seven other principalities. The Hacherim are related to the Besha nomads to the south but have been recently influenced by the Karejians to the west. Their unique religion highlights devotion to a group of 'angels' and 'devils' who serve a duality of deities. They are also famed esotericists, with the city-state of Hacherdad home to one of the largest guilds of arcane lore in all of Venarive, an extensive complex which includes chantries of each of the six branches of Shek-Pvar mages, all in one location.

Hârbáal

The realms of Harbaal were a group of Ivinian colony states until unified into a great-kingdom 50 years ago. The cultural heritage of its people mixes Ivinian, local Yarla (Jarind), Altic, and Quarphic traditions. The decentralised nature of the great-kingdom has made expressing its full military power challenging.

Chélemby: the largest urban centre in the north is also the name of the independent city-state on an island off the southwest coast of Harbaal (page 80). Its people are even more cosmopolitan than their Harbaaler neighbours, and their trading networks stretch throughout Venarive.

Hârn

The isle of Hârn—called the Misty Isle for its heavy rainfall and thick fogs—is by far the largest of an archipelago off the northwest coast of Lythia. It is inhabited by a score of tribal groups and several small, mostly feudal, realms, as well as the two likely most powerful enclaves of elven- and dwarven-folk in all Kethira. Its geographical location, and strict foreign trade controls, isolate the region economically from the rest of Venarive. Its monstrous fauna and sorcerous history enhance its reputation as a bizarre, dangerous, yet fascinating land.

The West: the kingdoms of Kanday and Rethem, and the Republic of Tharda, maintain a tenuous peace, having fought several wars over recent decades. Tribal folk in the rugged northern wilderness look to recover lands lost to these three 'civilised' realms.

The North: The Kingdom of Orbaal is ruled by an Ivinian minority who, over the past 68 years, conquered the native majority Jarin, still today dreaming of rebellion.

The East: the Kingdom of Kaldor faces a succession crisis, while the Kingdom of Melderyn guides the entire region's politics from its capital on the mysterious Wizard's Isle off the southeast coast. Both lay claim to the tiny Kingdom of Chybisa situated between them.

Hèpekéria

The island of Hepeker forms the western boundary of Venarive. A 2,000-kilometre-wide desert (the Great Western and Eastern Erg) covers most of its interior. Grassland and evergreen hardwood create a hospitable zone around its rim, especially along the eastern coast facing the Venarian Sea. A confederation of nomadic tribes controls the vast rugged hinterland, largely sustained by the 'ship of the desert'—the Hepekerian camel. The realms of the north have been at a cultural crossroad for centuries, while vestigial states born from the ancient Azeryan Empire flourish on the east coast. Along the southern edge are the Falani, acclaimed metalworkers.

Huriséa

A land of rivers and marshes, Hurisea is the western part of Quarphor, its people descendants of traditional nomads. The region now consists of many independent and semi-independent states, with both domestic and foreign powers vying for control. Its politics are an especially complex mosaic of secret alliances.

Ivínia

The island of Ivae and its clan-based Ivinian people dominate northwestern Venarive. The Ivinians are a fierce, warlike people, famous for both raiding and trading far and wide. They have established colonies from Harbaal to Hepekeria and even into lands around the Venarian Sea. Especially adept at sea-borne attacks in their square-sailed warships, Ivinian warriors are commonly hired as mercenaries and marines across the region.

Karéjia

Up until a few generations ago, the Karejian islands and Lythian shores were provinces of the Azeryani Empire. The current Karejian League was formed to maintain the independence of its many city-state members. At its centre—called the 'navel of the world'—is Livelis, the greatest port of Venarive, where several Lythian trade-routes meet. The Karejians are most known for their many fleets of merchant galleys, called *larun*, which make long-ranging seasonal voyages throughout all Venarive.

Ketârh

The Ketarh Plateau in Venarive is the westernmost location of the Ketari people who inhabit the vast grasslands of central Lythia. These nomadic horse people trade with realms to the north or raid passing caravans and have very few permanent settlements. The Ketari are quite distantly related to the Reksyni horse lords to the north, their languages still vaguely similar.

Palíthanè

The Kingdom of Palithane was formed two hundred years ago when Ivinian invaders assaulted western Trierzon and emerged victorious with the help of a native Trierzi count. The currently united Palithane still expresses these two separate cultural heritages. The Ivinians control the realms along the coast, their Palithaner language remaining mutually intelligible with Ivinian, while the inland Thaneman folk speak a Trierzi dialect. Still to this day, Palithane clashes with the Kingdom of Trierzon (see Waleden, below, in the Trierzon entry).

Quârphor

The region comprises wooded and grassy plains fed by several great rivers. Over the centuries the Quarph have been pushed westward by the Reksyni and now their culture carries mixed heritage. Some maintain a traditional semi-nomadic tribal lifestyle, while others have formed settlements and minor states. Quarphic religion stems from a dualistic shamanism, where two chief spirits—one male and one female— are respectively associated with the sun and the moon. Temples usually have one male and one female priest, often married.

Reksýna

The Reksyni Confederation is a pan-tribal grouping of the semi-nomadic horse and cattle people who roam the highlands of central Lythia. Their unity is not assured—the current lord of the sky (*khela*), ostensibly the single ruler, fends off claims to power from various regional wind-lords (*aneke*). Reksyni leaders fill both secular and religious roles, but, while there is no separate priesthood, some prestigious individuals are known as prophets.

Shôrkýnè

The Kingdom of Shorkyne is a large feudal realm with an effective authority split between a weak monarch, whose power remains isolated to his own royal domains, and the near-independent dukes and counts. Plagued historically by civil wars, Shorkyne remains bound by its parties facing the shared external threats of Trierzon to the south, Harbaal to the north, and Quarphor to the east. Their large feudal muster includes renowned archers, trained from youth to span powerful war bows.

Thónia

The volcanic Thonian Alps, the highest peaks in all of Lythia, dominate the peninsula of southwest Venarive. Its snow-capped mountains descend into lush, hot jungle, riven by swamps, lakes, and rivers, and populated by a hardy, diverse folk. The Thon seemingly share a common language, but tribes isolated in the valleys throughout its rugged geography often speak nearly mutually unintelligible dialects.

Tríerzòn

The Kingdom of Trierzon is the most powerful feudal realm in Venarive. Having freed themselves from the Empire of Azeryan two hundred years ago, the Trierzi nobility now field strong standing armies to supplement the annual feudal levies. The Trierzi language includes many diverse dialects, with speakers from opposite ends of the kingdom often having trouble communicating.

Wáleden: a town on the western border, Waleden was besieged months ago by forces of the Kingdom of Palithane in response to losses incurred when the Trierzi Duke of Stalfore invaded their own eastern lands.

Ûmélria

The Umelrian League of city-states was founded over 60 years ago as a defensive measure during the Karejian rebellion and Dalkeshi war against Azeryan. The League maintains a tenuous peace with the Reksyni horse lords to the north. Their religion strongly reflects the polytheistic nature of Azeryan.

Elder Folk: a small dark-skinned folk called the Nablugi are said to dwell in remote valleys. It is believed they know of the hidden Kuzhan (dwarven) Kingdom of Erdar nearby.

VENÂRIVÈ POPULATION

As indicated in the table below, three eastern regions alone—Azeryan, Dalkesh, and Karejia—account for nearly half of Venarive's estimated 70 million inhabitants:

REGION	POPULATION
Áltôr	462,000
Ázeryàn	18,364,000
Býria	3,368,000
Chogôro & Mafán	5,691,000
Dalkésh	8,737,000
Emélrenè	639,000
Hácherdad	1,792,000
Hârbáal	705,000
Hârn	781,000
Hèpekéria	2,747,000
Huriséa	177,000
Ivínia	724,000
Karéjia	6,467,000
Ketârh & Béshakan	826,000
Northern Anzelôria	1,261,000
Palíthanè	978,000
Quârphor	849,000
Reksýna	1,300,000
Shôrkýnè	2,002,000
Thónia	696,000
Tríerzòn	7,343,000
Ûmélria	3,007,000

CHAPTER 2

Character

MOST NATIVES OF VENARIVE assume that the future will look very much like the past. Rivers may change their course, cities wax and wane and turn to dust, but the things that follow will be mostly like the things that came before. Thus, there is little thought given to changing the world. Scholars do not expect to revolutionise their fields, warlords look to one conquest at a time—save for the occasional effort to restore a long-lost empire. There is tremendous respect, even veneration, for past masters. Those people looking for power—whether arcane, economic, or political—expect to find it only in the framework provided by their predecessors.

◆

However, there is one type of person whose ambitions are not bound by convention, who believes that revolutionary change is possible, and who believes that they succeed or fail based on their own capabilities and not the morality of their actions or their relationship to their god. These men and women are condemned by their mental defects to live outside normal society—in fact, to be constantly engaged in dangerous and often violent action. While they might find brief respite at times, and even achieve some temporary social status, they are driven by demons that keep them from long enjoying such times of rest. They are called adventurers, and they are a rude and unreasonable kind.

Summa Venâriva

CHARACTER GENERATION

A weathered-faced shaman of the tribal Great Alts. A mysterious mail-clad knight of Kanday. A noble-born Shenti mage from the learned Peleahn chantry of Zerula. HârnMaster promotes expression of a wide variety of characters from throughout all Venarive, and beyond. To this end, by design, character generation takes some time to complete. Players are encouraged to embrace its detail and depth as a creative way to establish the first important element of their character's story—the past.

The chapter is divided into three broad sections, each answering important questions about player characters.

Birth: how has time and place of birth shaped their development?

Family: in what ways did parents and clan membership influence their backstory?

Persona: to what extent did talent, psychology, and training inspire their search for adventure?

While working through the generation steps, players should keep in mind the following points about dice roll randomness and character power.

Randomness

Character generation transpires through both random and selected outcomes. In large part, players should consider the random elements as sources of unexpected value—the dice results can foster intriguing narratives. On the other hand, some results might undermine a player's vision or interest. In the end, the process should result in characters stimulating to portray, so if a result is not desirable, regenerate or select an outcome that is.

Power

By the end of generation and the start of the campaign, player characters will most likely be at a higher level of competency within the milieu of Kethira than where PCs begin relatively in the worlds of many other games. While it is very possible to generate a novice, the assumption here is that characters usually begin near or at their prime. But this is a relative power, as the world of Kethira is still a dangerous place and the rules reflect it. A PC's life, while immediately consequential, can still be precarious.

Birth

The three phases of character generation—Birth, Family, and Persona—broadly follow a 'lifepath' approach: players generate the details of their characters in roughly the same sequence as their past unfolded, from birth to recent occupational experiences. These fourteen steps are listed on the following page, along with a diagram of the character sheet showing where players record the information generated by each step.

The initial five steps of character generation determine a character's native folk, age, and place of birth. Players may select their character's gender at any point.

NOLÓRA: CHARACTER

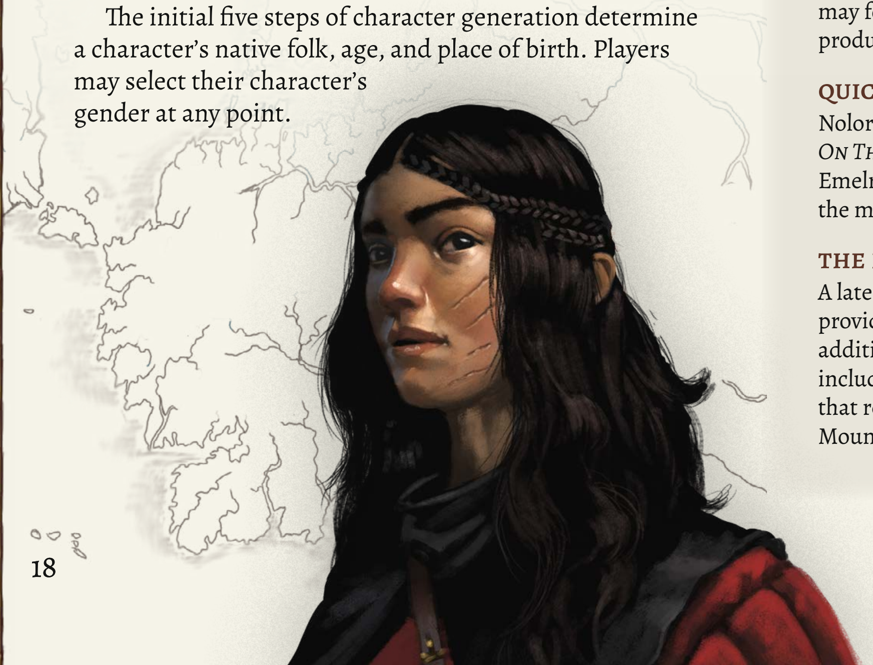
Nolora is a member of the Emhle folk of the Jerinalian Mountains of Emelrene. She serves as an example throughout CHAPTER 2: CHARACTER, as denoted by the green text and two symbols shown above. Players may follow her generation to see how the process can produce a simple yet evocative backstory.

QUICKSTART ADVENTURE

Nolora might be recognised as one of the PCs from the *ON THE SILVER WAY QUICKSTART*. While she is native to Emelrene, this inaugural adventure takes her deep into the mountains of Hârn, the Misty Isle of legend.

THE BÉLVERON CAMPAIGN

A later publication describes the Belveron Campaign, providing more detail about Nolora's homeland. In addition to a gazetteer and extensive adventure, it includes special amendments to character generation that reflect the unique cultural qualities of the Jerinala Mountains of eastern Emelrene.



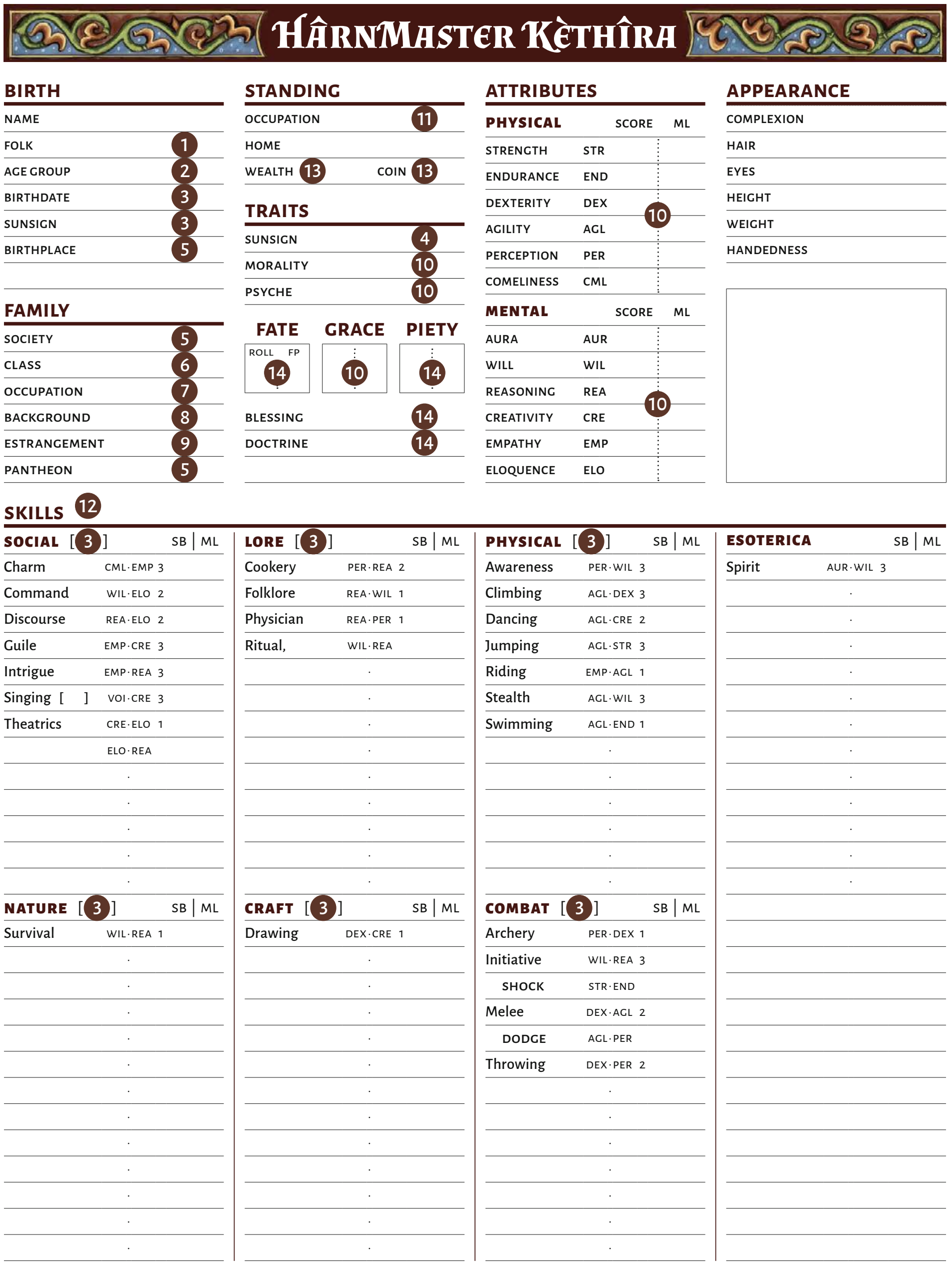
GENERATION STEPS

Follow these fourteen steps to complete character generation. recording each step's information in the indicated spaces on the character sheet.

BIRTH	
① FOLK	page 20
② AGE	page 21
③ SUNSIGN	page 22
④ SUNSIGN TRAITS	page 23
⑤ BIRTHPLACE	page 24

FAMILY	
⑥ PARENT SOCIAL CLASS	page 26
⑦ PARENT OCCUPATION	page 26
⑧ BACKGROUND	page 33
⑨ ESTRANGEMENT	page 34

PERSONA	
⑩ CHARACTERISTICS	page 38
⑪ OCCUPATION	page 41
⑫ SKILLS	page 45
⑬ STANDING	page 51
⑭ THE MYSTERIES	page 53



HÂRNMASTER KÈTHÎRA

BIRTH

NAME	
FOLK	①
AGE GROUP	②
BIRTHDATE	③
SUNSIGN	③
BIRTHPLACE	⑤

FAMILY

SOCIETY	⑤
CLASS	⑥
OCCUPATION	⑦
BACKGROUND	⑧
ESTRANGEMENT	⑨
PANTHEON	⑤

STANDING

OCCUPATION	⑪
HOME	
WEALTH ⑬	COIN ⑬

TRAITS

SUNSIGN	④
MORALITY	⑩
PSYCHE	⑩

FATE	GRACE	PIETY
ROLL FP ⑭	⑩	⑭

BLESSING	⑭
DOCTRINE	⑭

ATTRIBUTES

PHYSICAL		SCORE	ML
STRENGTH	STR		
ENDURANCE	END		
DEXTERITY	DEX	⑩	
AGILITY	AGL		
PERCEPTION	PER		
COMELINESS	CML		

MENTAL		SCORE	ML
AURA	AUR		
WILL	WIL		
REASONING	REA	⑩	
CREATIVITY	CRE		
EMPATHY	EMP		
ELOQUENCE	ELO		

APPEARANCE

COMPLEXION
HAIR
EYES
HEIGHT
WEIGHT
HANDEDNESS

SKILLS ⑫

SOCIAL [③]		SB | ML
Charm	CML·EMP 3	
Command	WIL·ELO 2	
Discourse	REA·ELO 2	
Guile	EMP·CRE 3	
Intrigue	EMP·REA 3	
Singing [ ]	VOI·CRE 3	
Theatrics	CRE·ELO 1	
	ELO·REA	

LORE [③]		SB | ML
Cookery	PER·REA 2	
Folklore	REA·WIL 1	
Physician	REA·PER 1	
Ritual,	WIL·REA	

PHYSICAL [③]		SB | ML
Awareness	PER·WIL 3	
Climbing	AGL·DEX 3	
Dancing	AGL·CRE 2	
Jumping	AGL·STR 3	
Riding	EMP·AGL 1	
Stealth	AGL·WIL 3	
Swimming	AGL·END 1	

ESOTERICA		SB | ML
Spirit	AUR·WIL 3	

NATURE [③]		SB | ML
Survival	WIL·REA 1	

CRAFT [③]		SB | ML
Drawing	DEX·CRE 1	

COMBAT [③]		SB | ML
Archery	PER·DEX 1	
Initiative	WIL·REA 3	
SHOCK	STR·END	
Melee	DEX·AGL 2	
DODGE	AGL·PER	
Throwing	DEX·PER 2	

D100	RANDOM FOLK
01–90	Human
91–95	Elder: Kúzhai
96	Elder: Ænarin
97–99	Elder: Sinái
00	Elder: Sidhé

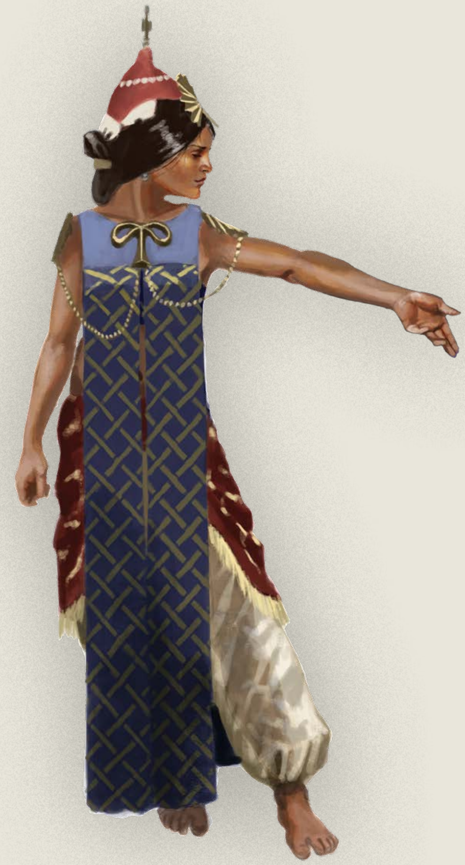
Unless otherwise explicitly stated, all character generation rules that pertain to humans also apply to Ænarin. Similarly, all rules pertaining to Sinai include Sidhe.

NOLÓRA: FOLK

Nolora's player is participating in a campaign where the GM has provided special Folk options. Players may select human as their character's folk or roll on a special table tailored to the Jerinala March in eastern Emelrene:

D100	BÉLVERON FOLK
01–65	Human
66–94	Human (Émhlè)
95	Ænarin (Émhlè)
96–98	Elder: Sinái
99	Elder: Sidhé
00	Elder: Malák

Nolora's player decides to generate her folk randomly: a d100 roll of 74 results in *Human (Émhlè)*. The Emhle are the revered tribal people who tend the vast wilderness areas of Emelrene.



Folk

As the first step of character generation, players determine the folk of their characters. While the world of Kethira consists mostly of humans, over a dozen others—called Elder Folk—live in disparate, isolated communities on all three continents.

① Select human or roll randomly for folk.

PCs may automatically be human, or players may roll d100 on the RANDOM FOLK table to see if they are non-human (sidebar). Although their prevalence depends greatly on the campaign's locale, Elder Folk PCs are usually limited to Kuzhai, Ænarin, Sinai, and Sidhe.

Human: the most common folk throughout Venarive are humans. Their cultures vary from those of Ivinia and Altor in the frozen north to those of Thonia and Anzeloria in the shrouded jungles of the south.

Kúzhai: the short and stout dwarves reside in four ancient cities across Venarive. Renown for crafting and masonry, these long-lived folk prefer seclusion, tested only by a desire for trade and wealth.

Ænarin: rarely do elves mate with humans, but the resulting 'half-elf' retains much of the grace of the elven parent, while having an appearance indistinguishable from humans.

Sinái: of the several types of Ælrhin (elven folk), the Sinai of Evael on the isle of Hârn are the most well-known in all Kethira. While looking very much like humans, they are not subject to natural ageing.

Sidhé: the Sidhe are a rarer, older form of Sinai. Their grace and magical aptitude are likely unsurpassed on Kethira.

Elder Folk

Elder Folk possess traits largely unique to themselves and often express superior physical and mental capabilities in comparison with humans. Each step of character generation will explicitly enumerate such pertinent game data. Also review their respective entries in the Folk section of CHAPTER 7: BESTIARY (page 363).

OTHER ELDER FOLK

Several other folk scattered throughout Venarive might be suitable as player characters. Their appearance in a game should likely not be randomly generated but instead result from their allowance according to the GM's campaign.

Hwæthârwyn: a subtype of Ælrhin, the 'snow elves' of Altor reside in the northern forests and tundra; some believe them to be the *Alfheim* (light elves) of Ivinian lore. Generate a Hwætharwyn PC like a Sinai or Sidhe.

Malákta: they originally hail from the sibling-world of Yashain, but, on Kethira, reside at Malakrhyn, their fortress among the peaks of the Jerinala Mountains in eastern Emelrene. Malakta often serve as mercenaries, for which their chitinous body ideally suits them.

Nâdi: the secretive, canine-appearing folk reside in the mountains between Shorkyne and Trierzon, principally at the underground settlement of Mizuna. While the Nadi usually avoid other folk, a few itinerant merchants and odd adventuresome sorts are not unheard of.

Age

Every player character's age is described according to one of three broadly defined **groups**: young, mature, or old. Young characters have better physical characteristics than the others, while the old have an advantage in experience. The mature have begun to show signs of ageing but also display some veteran skill.

② Choose or roll randomly for human age group.

Players must determine their character's age group before proceeding. If the character is human, the player may select one of the three groups or roll d100 on the Human Age Group sidebar table to determine it.

Young: with some cultural variance, most characters begin an apprenticeship in an occupation around the age of thirteen and finish it by twenty. More complicated tutelage in some professions might last until the mid-twenties. Young characters have finished such initial training and are either newly embarking on a journeyman or equivalent career or have done so just before the campaign's start. Being at their physical peak, the young comprise the bulk of military occupations.

Mature: characters of the mature group are likely masters (in a guilded occupation) or, otherwise, in the prime of their career. While their physique has begun to diminish, their experience usually compensates for this loss, still leaving them the leaders of their profession. For more academic pursuits, occupational excellence might not even begin until the mature years.

Old: while ageing has somewhat slowed and weakened them, old group characters have acquired quite a bit of experience. Most old soldiers have retired by this point (if they've survived); scholars have only just now reached their professional prime.

Elder Folk Age

The ageing of each Elder Folk may require particular age group rules.

Ænarin: Half-elf PCs select or roll for age as for humans. While Ænarin age like humans throughout most of their lives, they extend the old group by 20 years, ultimately living a few decades beyond 100.

Malákta: although they generally age as for humans, all Malakta PCs are by default in the young group. Of the scant hundred known to exist on Kethira, only a few leaders are mature (and none are old).

Nâdi: select or roll for age as for humans.

Kúzhai: despite living 200–300 years, the Kuzhai usually send forth only seasoned kin to mingle in human affairs. Thus, all Kuzhai PCs belong to the mature group, with an actual age of around 75–125 years.

Sinái and Sidhé: while elven folk do not die of natural causes, all Ælrhin PCs begin the campaign in the young group, during the first or second century of their lives. They often ceremoniously embark on adventure when 144 years old, the 'age of maturity'.

D100	HUMAN AGE GROUP	
01–35	Young	20–29 years old
36–85	Mature	30–49 years old
86–00	Old	50–69 years old

Ænarin: select or roll as for humans.
Malakta: young.
Nadi: select or roll as for humans.
Kuzhai: mature (75–125 years old).
Sinai & Sidhe: young (100–299 years old).

SPECIFIC AGE

Players may select any numerical age within or close to the span of years given for each group. They might want to consider class, culture, and certain historical details of the campaign. For instance, a player sets the specific age of a young warrior at 28, making the soldier just old enough to have likely fought in a particular border skirmish seven years ago.

NOLÓRA: AGE

So far, Nolora's player knows her character belongs to the tribal people called the Emhle, famous for their survival skills and nature craft. She envisions someone with veteran experience but not too far beyond the peak of physical condition. She decides not to roll randomly and instead selects *mature* for Nolora. She holds off pinpointing an exact age until the end of character generation.

Sunsign

The alignment of the heavenly bodies at the moment of birth subtly informs the personality and skill use of folk. Astrologers of the Guild of Arcane Lore study a zodiac comprised of twelve constellations that mark the sun's position throughout the year. A **Sunsign** denotes the sun's location in the zodiac on a character's date of birth.

③ Roll d12 & d30 for Birthday, which determines Sunsign.

The d12 result indicates the month of the character's birth in the sidebar BIRTH MONTH table. The d30 result equals the day of the character's birth. Find the birthday and month in the ranges of dates in the sidebar BIRTH SUNSIGN table. The character has the indicated Sunsign corresponding to the range; the symbol hints at its general nature (see page 278 for more details).

A character's Sunsign has three game applications—Sunsign Modifiers, Sunsign Traits, and Sunsign Development Points.

Sunsign Modifiers

Sunsigns impart specific modifiers between –15 and +15 to each of the six mundane Skill Groups (Nature, Craft, Combat, Physical, Lore, and Social). The modifiers are called upon in several esoteric tests, such as spellcasting and Fate Rolls, but do not directly affect other skills.

Record the **Sunsign Modifier** that corresponds to each of the six mundane Skill Groups in its respective space to the right of the group name in the Skills section of the character sheet. Characters on a cusp receive the greater (more positive) modifier between both Sunsigns.

The Esoterica Skill Group has no Sunsign Modifier. Sunsign Modifiers do, in fact, affect spellcasting, but they are applied according to Pvâric convocation, rather than skill group (see page 198).

SUNSIGN MODIFIERS

	NATURE	CRAFT	COMBAT	PHYSICAL	LORE	SOCIAL
	EARTH	METAL	FIRE	AIR	AURA	WATER
SUNSIGN	FÝVRIA	JMÔRVI	PÈLEÁHN	LYÁHVI	SÀVÔRYA	ODÍVSHÈ
Ùlándus	+15	+5	–5	–15	–5	+5
Arálius	+10	+10	0	–10	–10	0
Fenéri	+5	+15	+5	–5	–15	–5
Áhnù	0	+10	+10	0	–10	–10
Angberélius	–5	+5	+15	+5	–5	–15
Nadái	–10	0	+10	+10	0	–10
Hîrin	–15	–5	+5	+15	+5	–5
Táræl	–10	–10	0	+10	+10	0
Tai	–5	–15	–5	+5	+15	+5
Skôrus	0	–10	–10	0	+10	+10
Masâra	+5	–5	–15	–5	+5	+15
Ládo	+10	0	–10	–10	0	+10

***Sunsign Modifiers Example**: a character with an Angberelius–Nadai cusp Sunsign has the following Sunsign Modifiers: Nature (–5), Craft (+5), Combat (+15), Physical (+10), Lore (0), and Social (–10).*

BIRTH MONTH & DAY

The Tuzyn Reckoning (TR), the most widely used calendar, divides the year into twelve lunar months, each 30 days long. The d12 result indicates the character's birth month:

BIRTH MONTH

D12	MONTH	D12	MONTH
1	Núzyæl	7	Azúra
2	Peónu	8	Haláné
3	Kelén	9	Savôr
4	Nólus	10	Ilvín
5	Laránè	11	Návek
6	Ágrazhâr	12	Morgát

The d30 result equals the date within the birth month. The sunsign derives from where this date falls in the given Birthday Ranges:

BIRTH SUNSIGN

BIRTHDAY RANGES	SUNSIGN	SYMBOL
4 Núzyæl to 3 Peónu	Ùlándus	*Tree*
4 Peónu to 2 Kelén	Arálius	*Wands*
3 Kelén to 3 Nólus	Fenéri	*Smith*
4 Nólus to 4 Laránè	Áhnù	*Fire Dragon*
5 Laránè to 6 Ágrazhâr	Angberélius	*Flame Sword*
7 Ágrazhâr to 5 Azúra	Nadái	*Salamander*
6 Azúra to 4 Halánè	Hîrin	*Eagle*
5 Halánè to 3 Savôr	Táræl	*Pentacle*
4 Savôr to 2 Ilvín	Tai	*Lantern*
3 Ilvín to 2 Návek	Skôrus	*Mixer*
3 Návek to 1 Morgát	Masâra	*Chalice*
2 Morgát to 3 Núzyæl	Ládo	*Galley*

CUSP SUNSIGN

The first two and last two days of each Sunsign are called a cusp. A character born on a cusp has traits of both the indicated Sunsign and its closest neighbour.

***Cusp Sunsign Example**: a d12 roll of 6 and a d30 roll of 5 indicate a cusp 5 Agrazhar birthday on the second-to-last day of the span. This is an Angberelius–Nadai cusp Sunsign.*

Sunsign Traits

Some aspects of personality stem from the nature of a character's Sunsign—these are called Sunsign Traits.

④ Choose or roll d6 for each Sunsign Trait.

Players choose or roll d6 in the table below for one Sunsign trait according to their character's corresponding Sunsign. For characters on a cusp, choose or roll for two traits, one from each Sunsign.

SUNSIGN TRAITS

D6	ÙLÁNDUS	ARÁLIUS	FENÉRI
1	patient	energetic	hard-working
2	confident	optimistic	productive
3	calm	enthusiastic	restless
4	aloof	impulsive	impatient
5	inflexible	demanding	argumentative
6	stubborn	volatile	obsessive
D6	**ÁHNÙ**	**ANGBERÉLIUS**	**NADÁI**
1	ambitious	lively	exuberant
2	experimental	impassioned	imaginative
3	idealistic	persistent	spontaneous
4	perfectionist	blunt	unfocused
5	critical	aggressive	evasive
6	quick-tempered	destructive	wasteful
D6	**HÎRIN**	**TÁRÆL**	**TAI**
1	free-spirited	dedicated	philosophical
2	instinctive	contemplative	truthful
3	opportunistic	indirect	restrained
4	rebellious	enigmatic	unemotional
5	inscrutable	indecisive	inconsiderate
6	merciless	obedient	naive
D6	**SKÔRUS**	**MASÂRA**	**LÁDO**
1	personable	affectionate	composed
2	curious	tenacious	tolerant
3	inspiring	emotional	adaptive
4	avid	temperamental	yielding
5	intrusive	resentful	indulgent
6	dictatorial	overbearing	nonchalant

Players roleplay their character's sunsign trait whenever and to whatever extent they wish. The above table simply offers the common ones that reflect the impact of astrology. Players may even alter or swap these if the result contradicts their perception of the character.

Sunsign Development Points

Characters receive a number development points (DP) to enhance skills in the groups their Sunsign favours. Skill development takes place later during step 12 (page 45). For now, just note the pertinent groups and their respective DP amounts as given in the sidebar Sunsign Development Points table.

SUNSIGN DP

Characters receive Sunsign DP in the given skill groups according to their Sunsign. Those on a cusp receive the more favourable DP award of each Sunsign.

SUNSIGN DEVELOPMENT POINTS

SUNSIGN	SKILL GROUP DP
Ùlándus	Nature 3 · Social 1 · Craft 1
Arálius	Nature 2 · Craft 2
Fenéri	Craft 3 · Nature 1 · Combat 1
Áhnù	Craft 2 · Combat 2
Angberélius	Combat 3 · Craft 1 · Physical 1
Nadái	Combat 2 · Physical 2
Hîrin	Physical 3 · Combat 1 · Lore 1
Táræl	Physical 2 · Lore 2
Tai	Lore 3 · Physical 1 · Social 1
Skôrus	Lore 2 · Social 2
Masâra	Social 3 · Lore 1 · Nature 1
Ládo	Social 2 · Nature 2

Sunsign Points Example 1: *a character with a Masara Sunsign receives three Social, one Lore, and one Nature DP.*

Sunsign Points Example 2: *a character with an Angberelius–Nadai cusp Sunsign receives three Combat, two Physical, and one Craft DP.*

OTHER PERSONALITY TRAITS

Players may describe their characters with other traits, as well—*lazy*, *foul-mouthed*, *pious*, *humorous*. Consider that a few precise features might make a stronger impression than an extensive list.

NOLÓRA: SUNSIGN

To determine Nolora's Sunsign, the player rolls 3 with the d12 and 8 with the d30. This generates an 8 Kelen birthday and a Feneri sunsign.

- The Feneri sunsign gives Nolora the following **Sunsign Modifiers**: Nature (+5), Craft (+15), Combat (+5), Physical (–5), Lore (–15), and Social (–5).
- Nolora's player rolls for a **Sunsign Trait** (Feneri): the d6 result is 6—*obsessive*. She decides to switch this to the trait *hard-working*, still a reflection of the Feneri sunsign but imparting a calmer image to the player.
- Lastly, Nolora's player records the **Sunsign Development Points** generated by the Feneri sunsign: Craft 3, Nature 1, Combat 1. These will be spent in a later step.

Birthplace

As discussed in CHAPTER 1, Venarive consists of 22 distinct regions.

⑤ Determine birthplace region and realm.

The GM's own campaign and any published scenarios will greatly inform a PC's birthplace. The Nolóra: Birthplace sidebar to the left illustrates how this can be tailored for a specific locale.

Region Table

Each geographical area is represented by its own REGION table. APPENDIX I (page 415) collects all 22 tables for Venarive, including special REGION tables for Elder Folk. For example, below is the EMELRENE REGION table used in the Belveron campaign.

For the moment, simply note the PC's region and realm of birth. The other information is referenced in later steps.

EMÉLRENÈ REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–08	Quándas Shire	Feudal	W. Venârian	Emélan • Shôrka
09–25	Álgram Shire	Feudal	W. Venârian	Emélan
26–36	Fándàlon Shire	Feudal	W. Venârian	Emélan
37–54	Âlwìna Shire	Feudal	W. Venârian	Emélan
55–67	Malád Shire	Feudal	W. Venârian	Emélan
68–83	Beréma Shire	Feudal	W. Venârian	Emélan • Pálithàner • Tríerzi
84–93	Úlamà Shire	Feudal	W. Venârian	Emélan • Pálithàner
94	Jerinála March	Feudal	W. Venârian	Emélan
95–00	Émhlè Range	Tribal	Covenant	Émhlèn

A REGION table imparts the following information.

d100: a random roll that reflects the approximate demographics of the region, if needed. A GM could use this to generate an NPC's Birthplace.

Realm: a subdivision of the larger region. In the Emelrene Region, a realm is a shire or range within the Kingdom of Emelrene. Some Region tables incorporate other divisions. For instance, most realms in the Hârn Region are kingdoms unto themselves.

Society: the type of government or rule structure within the realm. Society informs a character's Parent Class and Occupation (steps 6 & 7).

Pantheon: the name of the collection of gods generally worshipped in the realm, as detailed in the Divine Mysteries section (page 313). A pantheon consists of several distinct religions. In the above example, W. VENÂRIAN refers to the Western Venarian Pantheon (page 321); COVENANT refers to the Cult of the Covenant Pantheon (page 343).

Languages: the first or only language listed is the Native Language of the realm. Subsequent languages listed, if any, are Regional Languages, more easily learned due to proximity or familiarity (page 48 sidebar).

Languages Example: *a character born in Berema Shire in the Kingdom of Emelrene speaks Emelan as a native tongue. Both Palithaner and Trierzi—nearby languages of foreign realms just across the southern border—are Regional Languages, more readily learned during the character's past.*

SPECIFIC BIRTHPLACE

Determining a character's exact Birthplace beyond the Region and Realm might require input or suggestions from the GM. Many published materials include random tables that allow a player to locate Birthplace down to the town, castle, or keep settlement, and sometimes even to a specific manor village.

NOLÓRA: BIRTHPLACE

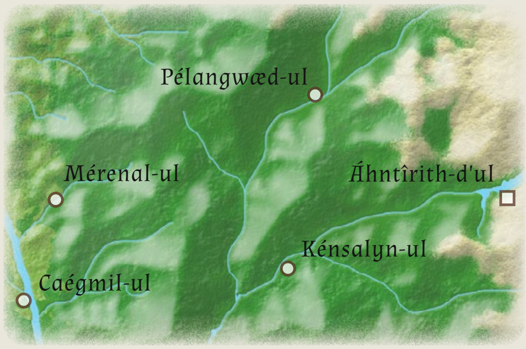
The GM informs the player that Nolora's Birthplace region is already determined: her Emhle tribal people reside in the *Emelrene* region in the realm called the *Emhle Range*. The EMELRENE REGION table provides the following additional information:

- She comes from a *Tribal* society.
- Her people worship a pantheon called the *Cult of the Covenant* (page 343).
- Her native language is *Emhlen*, an old dialect similar to Emelan (see notes on page 417).

The GM points out that each Emhle tribe member hails from one of five specific tribal lodges in the area—called an *ul* in their language (or *d'ul* for the remote stone 'mountain lodge'):

D100	ÉMHLÈ LODGES	POPULATION
01–17	Áhntîrith-d'ul	100
18–29	Caégmil-ul	70
30–49	Kénsalyn-ul	120
50–73	Mérenal-ul	140
74–00	Pélangwæd-ul	160

The GM mentions Merenal-ul as a pivotal lodge in the ensuing campaign. Nolora's player is intrigued by this and selects Merenal-ul as her character's Birthplace instead of rolling for it.



The above population data and map are derived from *AK-TRZN-DI-NEOMA*, a part of Keléstia Production's *ATLAS KELÉSTIA* series. While there are many more Emhle Lodges in the area, the GM has decided to focus on these five at the outset of the campaign.

Family

The next phase of generation determines how family upbringing impacts a character's development. Such influence is measured by way of four characteristics: Parent Class, Parent Occupation, Background, and Estrangement. The character's native Society, as previously revealed in the REGION table of the place of birth (step 5), greatly affects these four elements of Family.

Society

The human realms of Venarive consist of four broad society types. Each exhibits enough subtle variation to engender its own subtype.

Feudal: the most prevalent society in Venarive, a Feudal realm is very hierarchical, with a sovereign usually holding all the land. Such a king or queen then grants portions of it—called fiefs—to vassals, most of whom themselves repeat the process with even smaller land awards (called subinfeudation).

Feudal/Imperial subtype: a state, such as the Republic of Tharda on Hârn, in transition from a Feudal to an Imperial society, expressing elements of both.

Imperial: imperial societies favour centralised, bureaucratic governments and sometimes encompass large areas.

City-State subtype: a nascent Imperial society with a larger urban population and more oriented towards merchants and trade.

Tribal: the most ancient form still existing in Venarive, clan-based Tribal societies practice nomadic hunting and gathering or pastoralism, usually led by a chieftain.

Settled subtype: a semi-nomadic Tribal society that has begun to adopt certain elements of sedentism.

Tributary: as an extension of Tribal societies, a Tributary one is still clan-based, but there is greater hierarchy under the rule of a specific clan or group.

Viking subtype: a seafaring Tributary society, such as those found in Ivinia, whose reach has been extended in recent centuries through travel, trade, and raiding.

ELDER FOLK SOCIETIES

Although most have elements in common with one of the four human types, each Elder Folk expresses its own unique society.

Kúzhan: Dwarven society shares the hierarchy of feudal societies, but without the unfree classes, and includes a greater emphasis on trade and guild crafts.

Sináin: Elven folk have a tribal-feudal hybrid society comprised entirely of free people ruled by a wise council and king (what passes for 'nobility' in their culture). Although named after the Ælrhin of Evael, the Sinain society is also used to describe the Hwætharwyn.

Players of Ænarin (half-elf) characters may choose either the human-generated society or Sinain society.

Malákta and Nâdi: for information and data about Malakta and Nadi society, refer to their Region tables in APPENDIX I (page 423).

NOLÓRA: SOCIAL CLASS

As determined in step 5, Nolora belongs to the Emhle, a Tribal society within the Kingdom of Emelrene. The sidebar on page 29 reveals that one in six Emhle clans exhibit the Tribal (Settled) subtype of society. However, the Emhle of Emelrene are all the traditional Tribal type who practice the foraging method of subsistence.

Nolora's player determines her parents' Social Class on the first subtable listed in the TRIBAL CLASS & OCCUPATION section (page 29). She decides to use the more favourable d20. A roll of 10 places her parents in the *Free* social class, quite typical of a tribal member.

PARENT OCCUPATION

As explained on page 26, players next determine their character's Parent Occupation. Nolora's player finds the FREE subtable in the Occupation section and rolls d100 under the Foraging subsistence method. An 89 generates *Hunter* as her parents' occupation.

Social Class

Every society to varying degrees consists of a hierarchy of social classes within which belong a variety of occupations. Players randomly determine both the class and occupation of their character's **parents**.

⑥ Roll d100 or d20 for parental Social Class.

Class & Occupation

A Class & Occupation table exists for each society, starting on page 27. Refer to the one corresponding to the character's society, as shown on the Region table of their Birthplace. A d100 roll on the first subtable generates the **Class** of the character's parents based purely on the demographics of the society. Thus, in a Feudal state, most of the population are Unfree (serfs or slaves). However, players have the option of rolling a more favourable d20 on the adjacent column. This die result bypasses the prospect of having unfree parents, while also increasing the chance of belonging to the higher classes.

Societies consist of some or all of the following social classes, in increasing order of prestige and power:

Unfree: the person is either a slave (slavery exists in several cultures throughout Kethira) or, in Feudal states, a serf (someone bound to a lord's land). Neither are allowed to leave their service freely.

Free: such characters may come and go as they please, whether as rural freeholding farmers or labourers, tribal members, or townspeople.

Guilded: the Guilded class is a group of free crafters who have banded together to control the training and economics in a particular trade or profession. Such guilds in Venarive are under the collective aegis of what is called the *Mangai*, an international organisation that fosters the prosperity and rights of all the various guilds.

Military: the free people of the Military class receive regard in most societies, the result of their specialised and potent training as warriors, men-at-arms, and archers.

Priestly: the highly prestigious Priestly class includes not only the various ranks of ordained clergy, but also, in an Imperial society, those who hold the myriad offices of its bureaucracy.

Noble: the most powerful and wealthy class of any society includes the lords of feudal realms, the patricians of oligarchies and empires, and the chiefs and clanheads of tribal and tributary societies.

⑦ Roll d100 for parental Occupation.

To determine the **Occupation** of the character's parents, the player rolls d100 on the ensuing subtable that corresponds to the parent's social Class. Characters do not have to pursue the same occupation as their family, but they will gain a slight skill development advantage for doing so (step 12).

The format of the Class & Occupation tables is further explained in the highlighted bar, below. Make special note of the choice players have between rolling d20 and d100 to generate the class of the character's parents.

CLASS & OCCUPATION FORMAT

DICE ROLL

When players generate the Class of their character's parents, they may roll either d100—producing a close reflection of the societal demographics—or d20, which avoids an Unfree result and gives a greater chance for a higher class.

CLASS

D100	D20	CLASS
01–65	·	Unfree
66–80	1–9	Free
81–90	10–14	Guilded
91–95	15–17	Military
96	18	Priestly
97–00	19–20	Noble

CLASS

The first subtable lists the Classes present in the society. The Feudal table shown here has all six; others, such as the Tribal one, exhibit fewer.

URBAN CHANCE

Each Occupation carries a unique chance for generating an Urban or a Rural Background. Players make a Background Roll of d100 versus the given number—see page 33 for explanation.

OCCUPATION

To determine Parent Occupation, roll d100 on the subtable corresponding to the Class generated above. Shown here are the first few Occupation results for the Noble class in the Feudal table: Gentry (*Arcanist*), Gentry (Cartographer), Gentry (Courtier), and Gentry (Forester).

OCCUPATION

D100	NOBLE		URBAN
01	Gentry:	*Arcanist*	90 ④
02		Cartographer	90
03–06		Courtier	50
07		Forester	10 ⑤

FOOTNOTES

A numbered footnote refers to a special rule explained at the end or bottom of the table.

FEUDAL
CLASS & OCCUPATION

All land is owned by a sovereign, who grants most of it as fiefs to vassals, who, in turn, repeat the subinfeudation process. Feudal societies survive mostly on large-scale, intensive farming.

CLASS

D100	D20	CLASS
01–65	•	Unfree
66–80	1–9	Free
81–90	10–14	Guilded
91–95	15–17	Military
96	18	Priestly
97–00	19–20	Noble

OCCUPATION

D100	UNFREE	URBAN
01–04	Slave	*varies* ❶
05–90	Farmer	0
91–98	Servant, Domestic	0
99–00	Tenant Officer	0 ❷

D100	FREE	URBAN
01	Animal Trainer	75
02–06	Beggar	95
07	Cartographer/Artist	90
08	Cook	80
09–33	Farmer	0
34–44	Fisher	50
45	Gaoler	90
46–49	Herder	0
50–55	Hunter or Trapper	10
56	Invoker	10
57	Jester	50
58–65	Labourer, Farm	0
66–68	Labourer, Semi-skilled	90
69–79	Labourer, Unskilled	95
80–81	Longshoreman	100
82–84	Prostitute	75
85–86	Ratter	70
87	Scholar	80
88	Scribe	90
89–90	Servant, Domestic	80
91	Teamster	90
92	Thatcher	5
93	Toymaker	75
94–95	Woodcutter	40
96	Yeoman (Archer)	0
97–99	Yeoman (Foot)	0
00	Yeoman (Horse)	0

D100	GUILDED	URBAN
01	Alchemist	90
02	Apothecary	90
03	Astrologer	90
04–05	Chandler	95
06–07	Charcoaler	10
08–10	Clothier	95
11	Courtesan	99
12–13	Embalmer	95
14–15	Glassworker	90
16–17	Harper	80
18–19	Herald	80
20–25	Hideworker	40
26–29	Innkeeper	35
30–31	Jeweller	99
32–33	Lexigrapher	95
34–36	Lìa-Kaváir	75
37	Litigant	95
38	Locksmith	95
39–40	Mason	60
41–47	Mercantyler	90
48–57	Metalsmith	15
58–65	Miller	10
66–68	Miner	1
69–70	Ostler	75
71–72	Perfumer	95
73	Physician	75
74	Pilot	95
75–78	Potter	85
79	Runemaster	90
80–81	Salter	30
82–84	Seaman	95
85	Shèk-Pvâr	90 ❸
86	Shipwright	90
87	Tentmaker	95
88	Thespian	70
89–90	Timberwright	10
91–92	Weaponcrafter	75
93–00	Woodcrafter	30

D100	MILITARY	URBAN
01–02	Gladiator	95
03–62	Man-at-arms	50
63–67	Man-at-arms (Archer)	50
68	Man-at-arms (Sapper)	50
69–98	Mercenary	90
99–00	Swordmaster	80

D100	PRIESTLY	URBAN
01–00	*Priest*	65

Religions vary according to culture—select or roll randomly for the parent Priest according to Pantheon (page 314).

D100	NOBLE		URBAN
01	Gentry:	Arcanist	90 ❹
02		Cartographer	90
03–06		Courtier	50
07		Forester	10 ❺
08		Harper	80
09		Herald	80
10		Litigant	95
11		Mercantyler	90
12		Mercenary	90
13		Physician	75
14		Pilot	95
15–16		Priest	65
17		Scholar	80
18–45	Knight Bachelor		50
46–68	Manor Lord, Appointed		05 ❻
•	*Title:*	*Constable*	[01–03]
•		*Sheriff*	[04–05]
•		*Bailiff (Hundred)*	[06–15]
•		*Bailiff*	[16–00]
69–97	Manor Lord, Enfeoffed		0
98–00	Tenant-in-chief		100 ❼
•	*Title:*	*King/Duke*	[01–05]
•		*Earl / Count*	[06–30]
•		*Baron*	[31–00]

❶ *Roll d20 for type (also given are the Urban chances for the Background Roll).*

1	*Craft*	*90*
2	*Domestic*	*90*
3–12	*Farming*	*0*
13–18	*Fishing*	*50*
19–20	*Herding*	*0*

❷ *Roll d20 for office:*

1–4	*Beadle*
5–7	*Herder*
8–15	*Reeve*
16–20	*Woodward*

❸ *Roll d6 for Primary Convocation (page 195).*

❹ *Roll d20 for type:*

1–7	*Alchemist*
8–14	*Astrologer*
15–20	*Shek-Pvar*

❺ *See the HUNTER OCCUPATION table (page 42).*

❻ *Use the Background Roll d100 result to generate at the same time the title of the Appointed Lord.*

❼ *Use the Background Roll d100 result to generate at the same time the title of the Tenant-in-chief.*

FEUDAL/IMPERIAL
CLASS & OCCUPATION

Social classes are identical to those of a Feudal society, except for the Nobility:

- If the initial d100 or d20 roll resulting in a Noble class is **odd** (97 or 99; or 19), then use the Noble subtable of the **Feudal** society for parent occupation.
- If the initial d100 or d20 roll is **even** (98 or 00; or 20), then use the Noble subtable of the **Imperial** society for parent occupation (page 28).

IMPERIAL
CLASS & OCCUPATION

A centralist and bureaucratic society developed from and retaining features of feudal, tributary, and even tribal peoples. A noble class exists in most Imperial societies, but the rulers also make great use of appointed officers (governors).

CLASS

D100	D20	CLASS
01–30	·	Unfree
31–80	1–13	Free
81–90	14–16	Guilded
91–98	17–18	Military
99	19	Priestly
00	20	Noble

OCCUPATION

D100	UNFREE	URBAN
01–55	Slave	*varies* ①
56–90	Farmer	0
91–00	Servant, Domestic	0

D100	FREE	URBAN
01	Animal Trainer	75
02	Beggar	95
03	Cartographer/Artist	90
04	Cook	80
05–57	Farmer	0
58–61	Fisher	50
62	Gaoler	90
63	Herder	0
64	Hunter or Trapper	10
65	Invoker	10
66	Jester	50
67–85	Labourer, Farm	0
86–87	Labourer, Semi-skilled	90
88–90	Labourer, Unskilled	95
91	Longshoreman	100
92	Prostitute	75
93	Ratter	70
94	Scholar	80
95	Scribe	90
96	Servant, Domestic	80
97	Teamster	90
98	Thatcher	5
99	Toymaker	75
00	Woodcutter	40

D100	GUILDED	URBAN
01	Alchemist	90
02	Apothecary	90
03	Astrologer	90
04–05	Chandler	95
06–07	Charcoaler	10
08–10	Clothier	95
11	Courtesan	99
12–13	Embalmer	95
14–15	Glassworker	90
16–17	Harper	80
18–19	Herald	80
20–24	Hideworker	40
25–28	Innkeeper	35
29–30	Jeweller	99
31–32	Lexigrapher	95
33–35	Lìa-Kaváir	75
36	Litigant	95
37	Locksmith	95
38–40	Mason	60
41–46	Mercantyler	90
47–55	Metalsmith	15
56–63	Miller	10
64–66	Miner	1
67–69	Ostler	75
70–72	Perfumer	95
73	Physician	75
74	Pilot	95
75–78	Potter	85
79	Runemaster	90
80–81	Salter	30
82–84	Seaman	95
85	Shèk-Pvâr	90 ②
86	Shipwright	90
87	Tentmaker	95
88	Thespian	70
89–90	Timberwright	10
91–92	Weaponcrafter	75
93–00	Woodcrafter	30

D100	MILITARY	URBAN
01–02	Gladiator	95
03–80	Legionnaire	90
81–83	Man-at-arms (Archer)	50
84–85	Man-at-arms (Cavalry)	90
86	Man-at-arms (Sapper)	50
87–98	Mercenary	90
99–00	Swordmaster	80

D100	PRIESTLY	URBAN
01–30	Bureaucrat	95
31–00	*Priest*	65

Religions vary according to culture—select or roll randomly for the parent Priest according to Pantheon (page 314).

D100	NOBLE	URBAN
01–95	Patrician (Minor)	95
96–00	Patrician (Major)	95 ③
	Status: *Royalty*	[01–05]
	Great House	[06–00]

① *Roll d20 for type (also given are the Urban chances for the Background Roll).*

1	*Craft*	*90*
2	*Domestic*	*90*
3–11	*Farming*	*0*
12–17	*Fishing*	*50*
18	*Gladiator*	*95*
19–20	*Herding*	*0*

② *Roll d6 for Primary Convocation (page 195).*

③ *Use the Background Roll d100 result to generate at the same time the status of major Patrician.*

CITY-STATE
CLASS & OCCUPATION

An oligarchy defined more by wealth than land ownership, emphasising trade and—in many realms throughout the Venarian Sea—slavery. The geographical boundary of a city-state is usually smaller than that of an empire, while its urban population is usually greater.

CLASS

D100	D20	CLASS
01–50	·	Unfree (*as Imperial*)
51–75	1–12	Free (*as Imperial*)
76–90	13–16	Guilded (*as Imperial*)
91–98	17–18	Military (*as Imperial*)
99	19	Priestly (*as Imperial*)
00	20	Noble (*as Imperial*)

CITY-STATE URBAN

- When making the d100 Background Roll for any Occupation in a City-State society, roll two tens dice and use the lower result along with the one units die to determine the result. This yields a higher chance of an Urban Background.

TRIBAL
CLASS & OCCUPATION

Communal and clan-based society led by a chieftain. Subsistence methods include foraging, herding, fishing, and small-scale farming—each present in varying degrees according to the geography of the people's homeland.

CLASS

D100	D20	CLASS
01–03	·	Unfree
04–97	1–18	Free
98–99	19	Priestly
00	20	Noble

OCCUPATION

D100	UNFREE	URBAN
01–00	Slave (Domestic)	0

D100	FREE	URBAN

Roll according to the primary subsistence method (as given in the Tribes of Venârivè *sidebar):*

	FARMING	
01–70	Farmer	0
71–80	Fisher	0
81–90	Herder	0
91–00	Hunter	0
	FISHING	
01–90	Fisher	0
91–95	Herder	0
96–00	Hunter	0
	FORAGING	
01–12	Fisher	0
13–25	Herder	0
26–00	Hunter	0
	HERDING	
01–65	Herder	0
66–00	Hunter	0

D100	PRIESTLY	URBAN
01–10	Invoker	0 ❶
11–00	Shaman	0 ❶

D100	NOBLE	URBAN
·	Chieftain	0

❶ *Invokers and Shamans sometimes serve as priests in certain tribes. See their respective entries in the* Occupations *table (pages 42 and 44).*

TRIBAL-SETTLED
CLASS & OCCUPATION

A less isolated semi-settled or semi-nomadic Tribal society sharing qualities with a nearby Feudal or Imperial one. Tribal-settled societies have a more varied professional crafting class and a small, but growing, urban population (now around 5% of the total).

CLASS

D100	D20	CLASS
01	·	Unfree (*see below*)
02–90	1–16	Free (*as Tribal*)
91–97	17–18	Guilded (*see below*)
98–99	19	Priestly (*as Tribal*)
00	20	Noble (*as Tribal*)

OCCUPATION

D100	UNFREE	URBAN
01–05	Slave (Craft)	90
06–15	Slave (Domestic)	90
16–65	Slave (Farming)	0
66–90	Slave (Fishing)	50
91–00	Slave (Herding)	0

D100	GUILDED	URBAN
01	Alchemist	90
02	Apothecary	90
03	Astrologer	90
04–20	Clothier	95
21–24	Embalmer	95
25–33	Harper	80
34–63	Hideworker	40
64–77	Mercantyler	90
78–83	Metalsmith	15
84	Ostler	75
85–89	Physician	75
90–93	Potter	85
94	Salter	30
95	Shèk-Pvâr	90 ❷
96	Tentmaker	95
97	Thespian	70
98	Timberwright	10
99	Weaponcrafter	75
00	Woodcrafter	30

❷ *Roll d6 for Primary Convocation (page 195).*

Tribal Background: characters from a Tribal Society automatically have the Rural (Wilderness) background (page 33). For *Settled* Tribal folk, background is rolled for randomly, just like with non-Tribal characters.

TRIBES OF VENÂRIVÈ

The following is a list of Tribal societies in Venarive, with the primary method of subsistence indicated, as well as whether they express the Settled subtype:

Álti (Forest)	Foraging
Álti (Great)	Herding
Álti (Valley)	Farming—Settled
Álti (Water)	Fishing
Adaénum (Anac)	Fishing
Adaénum (Shu)	Farming
Anoa	Foraging
Bésha	Herding
Bújoc	Foraging
Búqdin	Herding
Chélni	Foraging
Chýmak	Fishing
Dálani	Herding—Settled
Elánasi (Wet)	Fishing
Elánasi (Dry)	Herding
Émhlè	Foraging
Émhlè (1 in 6)	Foraging—Settled
Equáni	Foraging
Faláni	Herding—Settled
Gozýda (Domi)	Fishing
Gozýda (Mim./Ram.)	Foraging
Hérei	Herding
Hodíri	Herding
Kablóqui	Foraging
Kamáki	Fishing
Kath	Foraging
Ketâri	Herding
Kùbôra	Foraging
Mengólan	Foraging—Settled
Namârdim	Foraging
Neshái	Farming—Settled
Númec	Herding
Númec (Azúwirat)	Herding—Settled
Pagáèlin	Foraging
Pèchalâri	Farming—Settled
Quârph	Herding—Settled
Reksýni	Herding—Settled
Solôri	Foraging
Taélda	Foraging
Thon, Anoro	Fishing
Thon, Aqaros	Farming
Thon, Garo	Farming—Settled
Thon, Makar	Farming—Settled
Thon, Oqono	Fishing
Thon, Ulan	Foraging
Tonátri	Herding
Túlwyn	Foraging
Tuvâran	Herding—Settled
Uméni	Herding
Ûrdu	Foraging
Yârla/ Yaríli	Herding
Ymódi	Foraging

TRIBUTARY
CLASS & OCCUPATION

An extension of tribal society in which one clan or group of clans rules over the others. Generally consisting of settled peoples, the Tributary Society combines the hierarchy resembling feudal realms with the strong agrarian and pastoral emphasis of tribal ones.

CLASS

D100	D20	CLASS
01–50	·	Unfree
51–85	1–14	Free
86–95	15–17	Guilded
96–98	18	Military
99	19	Priestly
00	20	Noble

OCCUPATION

D100	UNFREE	URBAN
01–03	Slave	*varies* ①
04–99	Farmer (Thrall)	0
00	Servant, Domestic	0

D100	FREE	URBAN
01	Animal Trainer	75
02–03	Beggar	95
04	Cartographer/Artist	90
05	Cook	80
06–64	Farmer	0
65–73	Fisher	50
74	Gaoler	90
75	Herder	0
76–78	Hunter or Trapper	10
79	Invoker	10
80	Jester	50
81–84	Labourer, Farm	0
85–86	Labourer, Semi-skilled	90
87–90	Labourer, Unskilled	95
91	Longshoreman	100
92	Prostitute	75
93	Ratter	70
94	Scholar	80
95	Scribe	90
96	Servant, Domestic	80
97	Teamster	90
98	Thatcher	5
99	Toymaker	75
00	Woodcutter	40

D100	GUILDED	URBAN
01	Alchemist	90
02	Apothecary	90
03	Astrologer	90
04–05	Chandler	95
06–07	Charcoaler	10
08–10	Clothier	95
11	Courtesan	99
12–13	Embalmer	95
14–15	Glassworker	90
16–18	Harper/Skald	80
19	Herald	80
20–25	Hideworker	40
26–29	Innkeeper	35
30–31	Jeweller	99
32–33	Lexigrapher	95
34–35	Lìa-Kaváir	75
36	Litigant	95
37	Locksmith	95
38–39	Mason	60
40–47	Mercantyler	90
48–56	Metalsmith	15
57–63	Miller	10
64–66	Miner	1
67	Ostler	75
68–69	Perfumer	95
70	Physician	75
71–72	Pilot	95
73–76	Potter	85
77–78	Runemaster	90
79–80	Salter	30
81–84	Seaman	95
85	Shèk-Pvâr	90 ②
86	Shipwright	90
87	Tentmaker	95
88	Thespian	70
89–90	Timberwright	10
91–92	Weaponcrafter	75
93–00	Woodcrafter	30

D100	MILITARY	URBAN
01–14	Huscarl	50 ③
15–20	Man-at-arms (Archer)	50
21–23	Man-at-arms (Sapper)	50
24–97	Mercenary	90
98–00	Swordmaster	80

D100	PRIESTLY	URBAN
01–00	*Priest*	65

Religions vary according to culture—select or roll randomly for the parent Priest according to Pantheon (page 314).

D100	NOBLE	URBAN
01–95	Clanhead (Minor)	95
96–00	Clanhead (Major)	95 ④
	Status: *Royalty*	[01–05]
	Great Clan	[06–00]

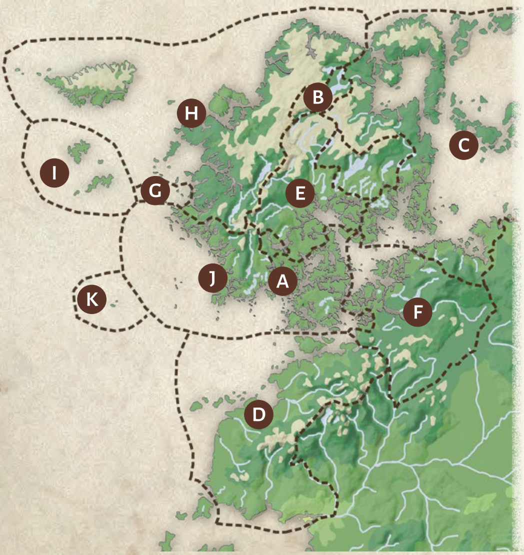
① *Roll d20 for type (also given are the Urban chances for the Background Roll).*

1	*Craft*	*90*
2	*Domestic*	*90*
3–12	*Farming*	*0*
13–19	*Fishing*	*50*
20	*Herding*	*0*

② *Roll d6 for Primary Convocation (page 195).*

③ *Elite house-warrior—in Ivinian, the word is húsgaran.*

④ *Use the Background Roll d100 result to generate at the same time the major Clanhead status.*



VIKING
CLASS & OCCUPATION

The map shows Tributary societies in far northern Venarive that inhabit coastal areas and practice seagoing raids. While class and occupations are generated using the Tributary *table, a character's Background Development Points in step 8 may be spent to reflect the maritime influence of these realms. To that end, add* ***Seamanship*** *and* ***Piloting*** *to all* Background Skills *tables (page 46). Ivinian descendants in the realm of Orbaal on Hârn are handled similarly.*

Ⓐ Beshéa Kingdom
Ⓑ Éldeskaal Kingdom
Ⓒ Govýna Great Kingdom
Ⓓ Hârbáal Great Kingdom
Ⓔ Íbanvaal Kingdom
Ⓕ Járenmark Kingdom
Ⓖ Lókis Kingdom
Ⓗ Menglána Kingdom
Ⓘ Rógna Kingdom
Ⓙ Séldenbàal Great Kingdom
Ⓚ Tâvu Kingdom

KÚZHAN
PEOPLE & OCCUPATION

A hybrid of Tributary and Feudal societies, with loyalty given both to clan and king. An individual Kuzhan clan may consist of anything from a single family up to, more likely, dozens of families.

Kuzhan society does not have the same notion of class found in human realms. Rather, each member of the kingdom belongs to one of seven ***Kuz****, or 'people'. These are broad vocations within which belong the various clans. In turn, each specific clan serves the society by focusing on one particular occupation.*

For instance, in the Kingdom of Azadmere, Clan Orinain and Clan Huzama are both Tolkuz (builders) with Mason as an occupation.

CLASS

D100	D20	PEOPLE	
01–15	1	Larkuz	*tunnellers*
16–25	2–3	Tolkuz	*builders*
26–45	4–7	Azkuz	*makers*
46–50	8–9	Erkuz	*providers*
51–80	10–15	Zerkuz	*wanderers*
81–99	16–19	Konkuz	*defenders*
00	20	Yankuz	*rulers*

OCCUPATION

D100	LARKUZ	URBAN
01	Labourer, Semi-skilled	99
02–10	Labourer, Unskilled	99
11–00	Miner	10

D100	TOLKUZ	URBAN
01–10	Chandler	100
11–20	Charcoaler	50
21–95	Mason	99
96–00	Woodcrafter	95

D100	AZKUZ	URBAN
01–10	Clothier	100
11–15	Hideworker	99
16–55	Jeweller	100
56–65	Locksmith	100
66–95	Metalsmith	80
96–00	Potter	100

D100	ERKUZ	URBAN
01–10	Alchemist	100
11–18	Apothecary	100
19–34	Cook	100
35–41	Hunter	25
42–43	Miller	25
44–58	Physician	100
59–69	Salter	90
70–91	Servant	100
92–96	Teamster	100
97–98	Tentmaker	100
99–00	Timberwright	25

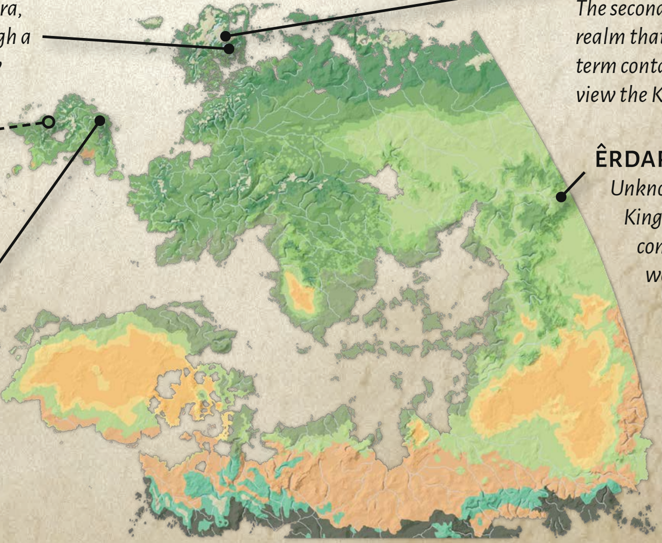
D100	ZERKUZ	URBAN
01	Astrologer	100
02–03	Embalmer	100
04–06	Glassworker	100
07–08	Herald	100
09–16	Harper/Skald	100
17–23	Innkeeper	95
24–31	Lexigrapher	100
32	Litigant	100
33–74	Mercantyler	100
75	Priest	99
76	Runemaster	100
77–89	Scholar	100
90–93	Scribe	100
94–98	Shèk-Pvâr (Jmôrvi)	100
99	Shèk-Pvâr (Fývria)	100
00	Thespian	100

D100	KONKUZ	URBAN
01–25	Man-at-arms	99
26–35	Man-at-arms (Sapper)	100
36–39	Mercenary	100
40	Swordmaster	100
41–00	Weaponcrafter	100

D100	YANKUZ	URBAN
01–00	Clanhead (Royal)	100

***Note**: All Urban Background Roll results are treated as Urban (City)—see page 33. About 85% of all Kuzhai reside in such settlements.*

KÚZHAN CITIES OF VENÂRIVÈ



KÓNDASGEL
The primary city of the Kingdom of Kuzjera, Kondasgel connects to Harhakeim through a series of tunnels. The Kuzhai are haughty and dismissive of the nearby humans.

(KIRÁZ)
Once the greatest Kuzhan city on the isle of Hârn, Kiraz was destroyed by the evil Lothrim and his foulspawn.

ÁZADMÊRE
The dazzling city of the Kingdom of Azadmere is a hybrid culture of Kuzhai and minority Jarin humans. It trades heavily with the nearby kingdoms of Hârn, forced to import food into its high-mountain realm.

HÂRHAKEIM
The secondary city of the Kingdom of Kuzjera, a realm that originally had significant and long-term contact with Ivinia. Humans there now view the Kuzhai as a dark legend.

ÊRDAR
Unknown to almost all outsiders, the Kingdom of Erdar has recently made secret contact with the Umelrian League by way of intermediary Nablugi folk.

LÂRHAKUL
Located just to the east of Erdar, the Kingdom of Larhakul has remained hidden and isolated, unknown to all save for other Kuzhai.

SINÁIN
CLASS & OCCUPATION

In Evael a group of nearly one hundred clans are benevolently ruled by a council and king. While all Sinai are technically free, a crafter class performs guild duties, but without the official structure found in human realms. Almost every Sinai in Evael is trained in warfare, and some embrace exclusive roles of guardianship, such as the renowned mounted archers and rangers. The ruling clans are called the Valpalen, whose members otherwise pursue pastimes found throughout the larger society.

CLASS

D100	D20	CLASS
01–70	1–13	Free
71–98	14–18	Crafter
99	19	Military
00	20	Valpalen

OCCUPATION

D100	FREE	URBAN
01	Animal Trainer	40
02	Cartographer/Artist	60
03	Cook	50
04–08	Fisher	30
09–88	Hunter or Trapper	05
89	Invoker	05
90–93	Scholar	50
94–95	Scribe	60
96	Servant, Domestic	50
97	Teamster	60
98	Thatcher	1
99	Toymaker	50
00	Woodcutter	25

D100	CRAFTER	URBAN
01–02	Alchemist	60
03–04	Apothecary	60
05–06	Astrologer	60
07	Chandler	60
08	Charcoaler	05
09–13	Clothier	60
14	Embalmer	60
15–16	Glassworker	60
17–25	Harper	50
26–27	Herald	50
28–37	Hideworker	25
38–40	Innkeeper	25
41–49	Jeweller	65
50–52	Lexigrapher	60
53	Lìa-Kaváir	50
54	Locksmith	60
55–59	Mason	40
60–61	Mercantyler	60
62–66	Metalsmith	10
67	Miller	05
68	Miner	1
69–70	Ostler	50
71	Perfumer	60
72–73	Physician	50
74	Pilot	60
75–76	Potter	55
77	Salter	20
78	Seaman	60
79–80	Shèk-Pvâr (Fývria)	60
81–86	Shèk-Pvâr	60 ❶
87–88	Shipwright	60
89	Tentmaker	60
90–91	Thespian	50
92–93	Timberwright	05
94–96	Weaponcrafter	50
97–00	Woodcrafter	20

D100	MILITARY	URBAN
01–35	Man-at-arms	60
36–50	Man-at-arms (Archer)	30
51–55	Man-at-arms (Cavalry)	30
56–70	Mercenary	60
71–00	Swordmaster	50

D100	VALPALEN	URBAN
01–10	Arcanist	60 ❷
11	Artist	60
12–56	Forester	05 ❸
57–59	Harper	50
60	Herald	50
61	Mercantyler	60
62	Mercenary	60
63	Physician	50
64	Pilot	60
65	Priest (Siém)	0
66–70	Scholar	80
71–90	Knight Bachelor	30
91–00	Tenant-in-chief	60 ❹
	Title: *King*	[01–10]
	Earl/Count	[11–30]
	Baron	[31–00]

❶ *Roll d6 for Primary convocation (page 195).*

❷ *Roll d20 for type:*

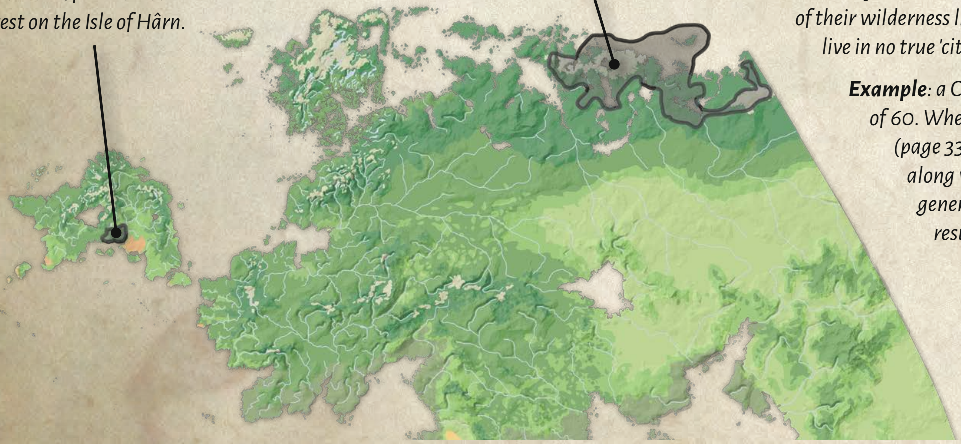
1–4	*Alchemist*
5–7	*Astrologer*
8–20	*Shèk-Pvâr*

❸ *See the* HUNTER OCCUPATION *table (page 42).*

❹ *Use the Background Roll d100 result to generate at the same time the title of the Tenant-in-chief.*

***Note**: All Urban Background Roll results are treated as Urban—there is no City chance. Only about a fifth of Sinai reside in the two small towns of Elshavel (800; MKT 1) and Ulfshafen (400; MKT 2).*

KINGDOM OF EVÁEL
The realm of the Sinai in the Shava Forest on the Isle of Hârn.



HWÆTHÂRWYN
The other elven Folk of Venarive dwell amongst the snow-capped mountains in the Altor region. The society of the Hwætharwyn ('snow elves') is very similar to that of the Sinai of Evael, and characters from here use the SINAIN *table to generate parent class and occupation. However, when making the d100 Urban Roll for snow elf characters, generate a second tens die and retain the **higher** result of the two. This leaves only about 10% of Hwætharwyn with an Urban background, a reflection of their wilderness lifestyle. Like the Sinai, they, too, live in no true 'cities' (see Note, above).*

***Example**: a Crafter (Pilot) has an Urban chance of 60. When the Urban Roll is made in step 8 (page 33) two tens dice are rolled (4 and 8) along with the single ones die (6). This generates 46 and 86, so the higher 86 results in a Rural Background.*

Background

After establishing Parent Occupation for characters, determine their family's Background—whether they resided in a sizeable settlement or in the countryside. There are four possible Backgrounds: Urban, City, Rural, or Wilderness. Each provides special opportunities for skill development in step 12.

8 Make d100 Background Roll.

Make a d100 roll against the Urban chance corresponding to the Parent Occupation determined in step 7, unless the character is from a non-Settled Tribal Society. If the result is less than or equal to this number, the character has an *Urban* background; otherwise, the character has a *Rural* background. Even if the Urban chance is a 0 or 100, make the d100 roll anyway—see the City and Wilderness rules, below, and the examples in the sidebar.

Urban Background

All Urban settlements are measured according to their Market Size (MKT), a reflection of population, proximity to trade routes, and surrounding geography. Listed are some notable examples.

MKT	POPULATION	SETTLEMENT	EXAMPLES
[1]	10–1,000	small keeps · forts · thrans	Jédes · Lókis
[2]	100–1,500	most keeps and small castles	Shêrwyn · Úlfshafen
[3]	200–6,000	medium castles · small towns	Aléath · Kolâdis
[4]	600–15,000	medium towns · large castles	Golótha · Thay · Léden
[5]	4,000–24,000	towns	Tashál · Evánekin
[6]	6,000–30,000	large towns · small cities	Chérafîr · Fûhreling
[7]	20,000+	cities	Beréma · Chélemby
[8]	30,000+	major cities	Janôra · Nátha
[9]	50,000+	largest cities	Livélis · Meókolis

CITY

If the d100 Background roll ends in a 0 or 5 and also produces an Urban result, then the character's home settlement is particularly cosmopolitan, usually with a large Market Size (5+). This is called an Urban (City) background.

Rural Background

The vast majority of folk in Venarive live in the countryside or in small villages usually of no more than a couple of hundred people. If the d100 roll is higher than the Parent Occupation's Urban chance, then the character has a Rural Background.

WILDERNESS

If the character's Parent Occupation has an Urban chance of **10 or less**, then a d100 Background roll ending in a 0 or 5 that also produces a Rural result means the character comes from a very isolated, perhaps rugged, location. This is called a Rural (Wilderness) background.

Tribal Background: characters from a Tribal Society automatically have the Rural (Wilderness) background. For *Settled* Tribal folk, background is rolled for randomly, just like with any other non-Tribal character.

BACKGROUND EXAMPLES

Noble Class: a character from a Feudal society has a Noble Parent Class. The player generates an Appointed Manor Lord in step 7, and so now in step 8 makes the d100 Background roll against Urban 05 (see the table on page 27). A roll of 13 results in a Rural background.

Footnote 6 on page 27 explains that this very *same* d100 result—13—also indicates that the character's head of family is a Bailiff of the Hundred, who is an appointed manor lord of moderate power.

Urban: the Perfumer occupation in a Feudal society has an Urban chance of 95. A roll of 14 results in an Urban background. A roll of 05, 10, 15, and so on (up to 95) would have meant an Urban (City) background. A roll of 96 or higher would give a Rural background.

Rural: the Timberwright occupation in a Feudal society has Urban 10. A roll of 09 results in an Urban background. A roll of 05 or 10 would have meant an Urban (City) background. A roll of 11 would have given a Rural background. Because the chance is 10 or less, a roll of 15, 20, 25 and so on would have meant Rural (Wilderness).

NOLÓRA: BACKGROUND

Step 7 determined that Nolora's parents were hunters. The Tribal Background rule (left) says that all tribal characters automatically have a Rural (Wilderness) background—her player does not roll.

KINSHIP ROLL

Characters may seek favour or help from their family during the campaign. Such a connection could in part be resolved with a Kinship Roll, a d100 test against the character's Estrangement score. The GM could make the test in secret—and use the result as a guide to shape the actual roleplaying of the situation—or have the player make it at a crucial moment of the request.

KINSHIP ROLL	
CF	Character denied the favour or help and standing erodes (–10 penalty to future Kinship Rolls until one is successful). Unpopular and certainly outcast kin suffer aggressive rebuke or revenge because of some past offense.
F	Character denied the favour or help. The nature of the refusal varies according to estrangement: popular and favourite kin might soon try again; unpopular and outcast members risk further animosity if help is sought too soon.
S	Character receives the favour or help.
CS	Character receives the favour or help plus additional pertinent information or aid.

NOLÓRA: ESTRANGEMENT

The d100 roll of 49 results in an *Accepted* Estrangement. The player has leeway in interpreting the result, perhaps combining it with other traits to make an interesting story. For instance, usually a *hard-working* sunsign trait would impress clan members. However, Nolora's player imagines a more popular familial connection in her youth that has weakened through her dogged interest in exploration. Perhaps once stronger ties have subtly frayed due to her absence.

Kinship Example: *Nolora has returned home from far-off Hârn, a journey that lasted two months. Shrouded in secrecy, the reason for the trip—delivering a pressing diplomatic message to the Kuzhai of Azadmere—had to be kept from her close-knit family. The Duke of Neoma had called upon the intrepid Nolora because she once travelled to the Misty Isle in her youth. With the mission completed, and the campaign's focus shifting back to Emelrene, the GM decides to make a secret Kinship Roll ahead of time, to gauge in general the reaction Nolora's family has to her return after a long absence under such cryptic circumstances. Against Nolora's Estrangement 49, the d100 roll is 25 (CS).*

The GM interprets the 'additional pertinent aid' as meaning that Ida, the folklorist of Nolora's lodge, has gathered unique information about the trip to Hârn and seeks Nolora out for consultation.

Estrangement

Estrangement measures the character's popularity within the clan, tribe, and extended family. This affects vocational opportunity, inheritance, and social support.

⑨ Roll d100 to generate Estrangement.

Estrangement is determined by rolling d100 on the following table. Record both the descriptor and the dice roll result, such as 'Popular 74'.

D100	ESTRANGEMENT
01–10	**Outcast**: the character is ignored or may even be attacked on sight by other family members.
11–40	**Unpopular**: the character is disliked by most family members and is discouraged from living at home. Favours are hard to come by and any birthright is given grudgingly.
41–60	**Accepted**: the character may live at home and may occasionally receive favours.
61–95	**Popular**: the character is well-liked by relatives and may often enjoy special favours.
96–00	**Favourite**: the character receives special attention and privileges, possibly at the expense of siblings.

Players may interpret the nature of the estrangement as they wish. For instance, an Unpopular character could simply be one among a brood of siblings, liked enough, but otherwise ignored. A different Unpopular character could be a firstborn who regularly disappoints the clan.

Persona

While Birth information gives a broad cultural context (steps 1–5), and Family characteristics help explain parental and clan influence (steps 6–9), **Persona** describes a character's individual aptitude and unique development. It is largely defined through the following five elements.

Characteristics: characters have six physical and six mental Attributes that measure the innate talent of their body and mind. There are other characteristics to reflect morality and inherent psychic ability.

Occupation: characters select an occupation, either the same as their parents or a different one. They are usually restricted to those that appear on their society's CLASS & OCCUPATION table of a social class no higher than their parents'. The GM might allow exceptions for a unique backstory, or level even further restrictions, such as requiring a strong Aura to enter esoteric occupations.

Skills: the several dozen skills in the game measure a character's training in a specific endeavour; each is rated 0 to 100 or higher by a Mastery Level (ML). While Attributes influence a skill's score (and cap its ultimate development), sheer time and effort from training also affect mastery.

Standing: a character's money and possessions reflect both Family (inheritance) and Persona (occupation).

Mysteries: characters have the chance to shape their own destiny through the expression of the three Mysteries. It is especially glimpsed through astrological fate.

Attribute Descriptions

The following two pages display the six physical and six mental Attributes.

Physical Attributes: Strength (STR), Endurance (END), Dexterity (DEX), Agility (AGL), Perception (PER), Comeliness (CML).

Mental Attributes: Aura (AUR), Will (WIL), Reasoning (REA), Creativity (CRE), Empathy (EMP), Eloquence (ELO).

A table for each one provides trait-like descriptions for the entire range of scores. These are a guide to how folk in the game world might describe the given attribute: a character with Agility 18 might be called *graceful*.

Attributes directly affect the Mastery Level (ML) of a skill—the average of two equals its Skill Base (SB), as further explained on page 45. Attributes may also be tested individually themselves with a d100 roll versus their score times five.

Generating attribute scores and other characteristics begins on page 38 (step 10).

CHARACTER TRAITS

In addition to the various numerical ratings, characters possess qualitative descriptions called **Traits**, applicable to both physique and personality. These can be assigned during character generation (Sunsign and Morality Traits); acquired during game play (a *limp* resulting from injury); suffered as mental trauma (*paranoid*); or simply created whole-cloth (*devoted* to avenging a sibling's death).

Character traits are often not quantified. They remain narrative details the player expresses through roleplaying to whatever extent they wish. Psyche traits can also develop into more intense conditions called **impulses** or **disorders**—these can be acquired during character generation (page 40) or as the campaign unfolds (page 188).

How many total traits a character has is up to the player—two or three salient ones is a good start. A select few can often more clearly describe a character than a lengthy and perhaps muddled litany.

PHYSICAL ATTRIBUTES

STR

1–4	*Feeble*
5–8	*Weak*
9–12	*Average*
13–16	*Forceful*
17–20	*Mighty*

Strength measures physical power, the majority of which stems from the character's body mass or size. However, a slight character could be relatively stronger than someone else of similar height and weight. The relationship of STR and END together describes a character's body type: high STR and low END could imply someone physically large but overweight or out of shape.

END

1–4	*Frail*
5–8	*Unfit*
9–12	*Average*
13–16	*Robust*
17–20	*Hardy*

Endurance quantifies stamina and overall bodily health. A character who can withstand great physical hardship and violent shock likely has high END. How quickly one recovers from illness and injury also depends on it. When considered along with STR, END helps define a character's stature: someone with low STR and high END could be short or slim but wiry-tough.

DEX

1–4	*Uncoordinated*
5–8	*Awkward*
9–12	*Average*
13–16	*Deft*
17–20	*Adroit*

Dexterity gauges hand coordination—deftness—and the sense of touch. A character with high DEX can readily manipulate objects, whether a saw, a set of lock picks, or a sword. Those with low DEX are ham-fisted and lack fine motor control.

AGL

1–4	*Blundering*
5–8	*Clumsy*
9–12	*Average*
13–16	*Nimble*
17–20	*Graceful*

Agility determines mobility and bodily reflexes. A character with high AGL can dodge better and run faster. While athleticism relies heavily on AGL, most specific Physical skills also incorporate other Attributes—DEX affects Climbing and STR enhances Jumping, for instance.

PER

1–4	*Impaired*
5–8	*Dulled*
9–12	*Average*
13–16	*Sharp*
17–20	*Acute*

Perception represents the strength of a character's eyesight, hearing, and smell. The same score is used for all three separate senses (or each can receive its own score—EYE, HRG, SML; see the sidebar option on page 38). The sense of smell is less differentiated between individuals as an innate talent than sight and hearing are; notable distinction usually only emerges through the development of specific olfactory-based skills.

CML

1–4	*Ugly*
5–8	*Unattractive*
9–12	*Plain*
13–16	*Attractive*
17–20	*Striking*

Comeliness expresses physical beauty, as measured according to the standards embodied in humans and the Ælrhin. While there is general agreement, even across disparate cultures, about facial attractiveness, the effect of such allure on 'outsiders' can be modified by unique cultural fashion and accoutrement. Thus, an unfamiliar hair style might induce a penalty to the Charm skill, but not to the person's CML attribute.

MENTAL ATTRIBUTES

AUR

1–4	*Mundane*
5–8	*Shallow*
9–12	*Average*
13–16	*Deep*
17–20	*Profound*

Aura indicates a character's strength of soul and directly reflects one's connection to the cosmic all—to *Kelestia*. It makes possible all of the esoteric arts, whether channelling and resisting spells, invoking arcane talents, or travelling to the spirit world. Aura also, and perhaps most importantly, measures the link between one's conscious choice of action and fate.

WIL

1–4	*Submissive*
5–8	*Indecisive*
9–12	*Average*
13–16	*Resolute*
17–20	*Implacable*

Will reflects tenacity and discipline. It enhances a wide variety of endeavours, ranging from the study of lore to resolve in combat. Most importantly, Will serves as the mental endurance Attribute, measuring the ability to withstand and recover from stress to the psyche.

REA

1–4	*Dim*
5–8	*Dull*
9–12	*Average*
13–16	*Sharp*
17–20	*Brilliant*

Reasoning quantifies logic and memory. Learned characters usually have a high REA, and even rustic folk benefit from a sharp and subtle wit. While the study of the arcane arts usually requires a measure of reasoning, the expression of magic depends more on one's intuitive, natural connection to it through Aura (AUR).

CRE

1–4	*Banal*
5–8	*Predictable*
9–12	*Average*
13–16	*Innovative*
17–20	*Visionary*

Creativity measures imagination and quickness of thought. A low CRE implies a turgid mind, less capable of generating ideas outside familiar norms. Creativity interacts with other Mental Attributes, such as REA and ELO, to give a complete picture of a character's overall intelligence. In combination with EMP and AUR, CRE might also describe a person's artistic talent.

EMP

1–4	*Unfeeling*
5–8	*Remote*
9–12	*Average*
13–16	*Understanding*
17–20	*Sensitive*

Empathy describes emotional awareness. What Perception is to the physical senses, Empathy is to the social senses. A character with high EMP more correctly understands another's unspoken motives and feelings, granting a better defence against manipulation. Empathy also might make dissembling easier by helping characters to control their own emotions when under scrutiny or judge a mark's reaction better.

ELO

1–4	*Incoherent*
5–8	*Muddled*
9–12	*Average*
13–16	*Articulate*
17–20	*Expressive*

Eloquence reflects communicative talent, facility with language, and clarity of expression (geniuses can very well be inarticulate). High ELO could reflect to a certain extent an impactful tone or sonorousness. The talent for singing is largely physiologically independent of one's speaking voice, demanding its own quasi-Attribute, Voice (VOI). See sidebar, page 49, and Singing skill, page 84.

PHYSICAL ATTRIBUTES: AGE

Generate physical attributes by rolling an array of d6 according to the character's age group.

AGE GROUP	DICE ARRAY
Young	5d6 (drop two lowest results)
Mature	4d6 (drop lowest result)
Old	3d6

- Despite their greater age in years, Elder Folk roll the dice array that corresponds to their given age group—thus, Sinai PCs are young; Kuzhai PCs are mature.
- These dice arrays are for player characters. Non-player characters are rolled at one step lower: Young 4d6 (drop lowest result); Mature 3d6; Old 4d6 (drop highest result).

ADULT MINIMUM ATTRIBUTE

Adult folk of all three age groups have a minimum attribute of **5**—only infants and the infirm or impaired have lower scores. Final dice results of 3 and 4 are automatically increased to 5 *before* adding Folk modifiers.

This rule helps scale folk to other creatures who have natural scores in the 1 to 4 range, such as birds (STR 2), snakes (REA 2), cats (STR 3), horses (AUR 4); and even exotic entities, such as elementals (ELO 1–3).

ATTRIBUTE ROLL EXAMPLES

Physical: a player generates the Strength of a young human character by rolling 5d6, dropping the lowest two results and adding the rest. If 1, 6, 3, 2, 3 are rolled, then STR equals 12 (the 1 and 2 are discarded).

Mental: a player generates the Aura of a Kuzhai character by rolling 4d6, dropping the lowest, and summing the result. If 1, 2, 1, 1 are rolled, then AUR equals 4 (one of the 1s is discarded). However, the 4 is raised to the adult minimum of 5, then reduced by the Kuzhai Folk Modifier of −2, down to a final AUR 3.

THREE PERCEPTION SCORES

When rolling three separate Perception scores for EYE, HRG, and SML, use the following Folk Modifiers in place of the single PER one:

FOLK	EYE	HRG	SML	FOLK	EYE	HRG	SML
Ænarin	+2	+1	+1	Nadi	−2	−2	+2
Kuzhai	0	+2	0	Sidhe	+6	+4	+4
Malakta	+3	0	+2	Sinai	+4	+3	+3

Refer to Subattributes (page 57) in Advice & Options at the end of the chapter for further discussion of this approach.

Characteristics

There are six core characteristics—Physical Attributes, Mental Attributes, Morality, Arcane Talent, Divine Grace, and Psyche.

⑩ Generate Characteristics through the following six sub-steps.

Random generation can provide interesting texture and inspiring outcomes. However, if players have a specific character concept in mind, they may switch, adjust, or reroll the results as they wish and as the GM allows (see page 57 for the Attribute Score Total option).

[1] Physical Attributes

Physical attributes are the essential talents of a character's physique. To generate each physical attribute, sum the result of a dice array determined by the character's **Age Group**, as given in the table at the top of the sidebar. Roll the given array for each physical attribute, in order from Strength through Comeliness, one at a time. For all age groups, raise the result to the adult minimum of five if the roll is less.

Perception Attribute: by default, this is a single value that represents the same score for Eyesight (EYE), Hearing (HRG), and Smell (SML). However, the player group may prefer the option to generate a separate score for each of the three senses (see sidebar, bottom left).

Elder Folk Modifiers: after rolling the dice array, apply the following modifiers to the physical attributes of Elder Folk.

ATTRIBUTE	ÆNARIN	KÚZHAI	MALÁKTA	NÂDI	SIDHÉ	SINÁI
Strength	0	+2	+2	0	0	0
Endurance	0	+2	+3	0	0	0
Dexterity	+1	+1	+4	+2	+3	+2
Agility	+1	0	+6	0	+3	+2
Perception	+2	+1	+2	0	+5	+3
Comeliness	+1	0	0	−2	+4	+2

[2] Mental Attributes

Mental Attributes are the essential talents of a character's personality. To generate each mental attribute, add the result of 4d6 (drop lowest). All three age groups use this identical array, raising results of three or four to the adult minimum of five, just as for physical attributes. Non-player characters roll 3d6.

Elder Folk Modifiers: after rolling the dice array, apply the following modifiers to the mental attributes of Elder Folk:

ATTRIBUTE	ÆNARIN	KÚZHAI	MALÁKTA	NÂDI	SIDHÉ	SINÁI
Aura	+2	−2	−2	0	+6	+4
Will	+1	+3	+3	0	+2	+2
Reasoning	0	0	−1	0	0	0
Creativity	+1	0	−2	+1	+3	+2
Empathy	+3	−2	−2	0	+1	+2
Eloquence	+1	0	0	0	+4	+3

[3] Morality

Morality (MOR) measures selflessness, rated on a 1–20+ scale like other Attributes. Players may choose a Morality score or generate it randomly by rolling 4d6 and selecting any three dice to construct it. Make note of both the number and the corresponding Morality trait (as shown in bold, below). Certain Folk further modify the generated MOR score—of those discussed, only the Kuzhai (+2) and Sinai (+4) do so.

MOR	TRAIT & DESCRIPTION
1–4	**Diabolical**: a highly narcissistic person who finds pleasure in sacrificing the needs and well-being of others for personal gain. When paired with low Empathy, the character might be mindlessly depraved; with a high Empathy, deviously manipulative.
5–7	**Unscrupulous**: a self-centred opportunist rarely troubled by guilt. With low Empathy, the plight of others seldom registers or matters; with high Empathy, life is remorselessly viewed as the 'survival of the fittest'.
8–10	**Corruptible**: impartial to the needs of others, and more often inclined to pleasure or profit. The lower the Empathy, the less the person is cognisant of or bothered with their actions adversely affecting others.
11–13	**Dutiful**: a person more interested in common fairness than deferring to individual needs. Dutiful people with higher Empathy might more likely avoid directly and unnecessarily harming others.
14–16	**Principled**: a generous person reluctant to cause suffering and troubled by guilt when it happens. With a lower Empathy, the person is much less self-aware of committing an occasional 'sin' such as vanity or hatred.
17+	**Exemplary**: a completely selfless character motivated by kindness and self-sacrifice. With low Empathy, they might seem priggish or removed; with high Empathy, they exude a generosity mistaken by very few.

These six traits are how others likely describe the character in the world (*an unscrupulous king*), even if the table entries reflect a more modern socio-psychological notion of altruism. GMs might restrict PC Morality, especially if a group is expected to function cohesively. One option is to disallow PC MOR below 8. The dynamic can also depend on how far apart the various scores are—some disparity can make the interaction between PCs more interesting. GMs may adjust PC scores in game if players establish a consistently contrary pattern of behaviour.

PURPOSE

The various Folk available as player characters all express Morality and can exhibit an individual Purpose. Players can describe Purpose in a single word, similar to the sunsign and Morality traits, or with a longer phrase (*restore the honour of my outcast clan*). A purpose could be intricately connected to the character's larger social milieu or, in contrast, might reflect a very personal psychological desire or emotion.

Not all characters have to express a purpose immediately. Players might wish to leave this element undefined at the start of the game—the campaign will likely allow a character's purpose to develop. Much of the very heart of a role-playing game is the exposition—the story—of the unfolding purpose of a character or group of characters.

For short descriptions of Purpose, players may write a few words in the Morality rows of the character sheet. Longer explanations could be kept in the Notes section on the back or in a separate document. Some players might enjoy not writing anything down, roleplaying a character's Purpose verbally and through their PC's actions.

EMPATHY

The interaction between Morality and Empathy explains a great deal about how a character functions with people and society—see the Morality traits descriptions.

NOLÓRA: CHARACTERISTICS

As a mature character, Nolora gets 4d6 drop lowest rolls for all Attributes, in order. The GM decides to have the player generate a single Perception (PER) score for all three senses.

The twelve rolls are given below. The player is satisfied with some of the results but considers rerolling because the exceptionally low Will clashes in her mind with Nolora's no-nonsense, *hard-working* Sunsign trait.

ROLLED				ADJUSTED			
STR	12	AUR	7	STR	12	AUR	9
END	15	WIL	5	END	15	WIL	16
DEX	12	REA	11	DEX	14	REA	13
AGL	14	CRE	11	AGL	12	CRE	11
PER	11	EMP	14	PER	14	EMP	14
CML	14	ELO	9	CML	11	ELO	10

Before she starts over, the GM encourages the player to discuss some adjustments. She would prefer a higher PER (so trades this for the CML score) and would rather have better hand coordination (she swaps DEX and AGL).

The GM suggests the **Attributes Score Total** option, explained on page 57. The total of the Physical Attributes already equals 80, so they remain at their present scores. However, the sum of the six Mental attributes equals only 57, so 16 extra points are given to raise their total to the minimum 73. The player puts 11 into WIL (now 16), two into AUR (now 9), two into REA (now 13), and the final point into ELO (now 10). The final, adjusted attributes are given above right.

The player then generates the remaining four characteristics of step 10 on pages 39–40:

MORALITY	4d6 roll: (6), 6, 4, 5	Principled 15
TALENT	d20 roll: 20	1 (–1) Arcane Talent
	d100 roll: 55	Prescience
GRACE	d20 roll: 13	0 Grace
PSYCHE	d20 roll: 1	no Psyche Trait

The Talent result of Prescience seems bizarre, given such a low AUR. However, the GM points out that perhaps this 'gift' stems from an ancient legacy simply passed down to Nolora, despite her own lesser arcane ability. The player enjoys this detail, as she likely never would have consciously planned such a wrinkle. Thus, despite Nolora's practical mentality, there is something quite profound beneath the surface.

ARCANE TALENT GENERATION

Generate each possessed talent by rolling d100 according to the character's Folk.

ÆLRHIN	KÚZHAI	OTHER	TALENT
01–03	01	01–02	Amplification
04–11	02–12	03–10	Clairvoyance
12–14	13	11–12	Disembodiment
15	14	13–20	Elemental Bolt
16–19	15	21–23	Enthral
20–21	16	24–25	Extratemporality
22–26	17–21	26–31	Healing
27	22–27	32–34	Hex
28–35	28–30	35–42	Medium
36–55	31–40	43–44	Natural Attunement
56–61	41–62	45–53	Negation
62–71	63–66	54–62	Prescience
72–74	67–80	63–68	Psychometry
75–82	81–94	69–82	Sensitivity
83	95	83–84	Telekinesis
84–90	96	85–92	Telepathy
91–93	97	93–94	Transference
94	98	95–96	Transmutation
95–00	99–00	97–00	Visnomy

GRACE AND PSYCHE TABLES

GRACE

D20	RESULT
1–14	0
15–16	0 Marked
17–18	1 Grace
19–20	2 Grace

PSYCHE

D20	RESULT
1–17	0
18	1
19	2
20	3

PSYCHE RESULT

SUM	INTENSITY
0	None
1–2	1 Trait
3–4	1 Impulse
5–6	1 Disorder
7–8	1 Disorder & 1 Trait
9–10	1 Disorder & 1 Impulse
11+	2 Disorders

PSYCHE TRAITS

D10	TRAIT
1	Angry
2	Depressed
3	Detached
4	Hallucinatory
5	Haunted
6	Hyperactive
7	Nervous
8	Paranoid
9	Phobic
10	Reckless

***Psyche Example**: a mature human rolls two separate d20s on the PSYCHE table: a 19 results in a 2; and an 18 results in a 1—for a sum of 3. On the PSYCHE RESULT table, a sum of 3 gives the character one Psyche Impulse. A d10 roll of 8 indicates* Paranoid.

[4] Arcane Talent

Some people possess naturally occurring magical abilities called Arcane Talents (page 259). While those with a high Aura are more likely to have them, talents may appear in anyone. To determine whether a character has such innate power, compare a d20 roll with the character's Aura on the TALENT POSSESSION table (the key below it explains the results).

TALENT POSSESSION

	AURA									
D20	1–9	10–12	13–14	15	16	17	18	19	20	21+
1	·	·	·	·	1 DP	1 DP	1 DP	2 DP	2 DP	2 DP
2–5	·	·	·	1 DP	1 DP	1 DP	2 DP	2 DP	2 DP	1 (–1)
6–10	·	·	1 DP	1 DP	1 DP	2 DP	2 DP	2 DP	1 (–1)	1 (0)
11–12	·	1 DP	1 DP	1 DP	2 DP	2 DP	2 DP	1 (–1)	1 (0)	1
13–14	1 DP	1 DP	1 DP	2 DP	2 DP	2 DP	1 (–1)	1 (0)	1	2
15	1 DP	1 DP	2 DP	2 DP	2 DP	1 (–1)	1 (0)	1	2	3
16	1 DP	2 DP	2 DP	2 DP	1 (–1)	1 (0)	1	2	3	4
17	2 DP	2 DP	2 DP	1 (–1)	1 (0)	1	2	3	4	5
18	2 DP	2 DP	1 (–1)	1 (0)	1	2	3	4	5	6
19	2 DP	1 (–1)	1 (0)	1	2	3	4	5	6	7
20	1 (–1)	1 (0)	1	2	3	4	5	6	7	8

1 DP or **2 DP**: the character adds the given number of Development Points (DP) to the Spirit skill (see Arcane Talent Skills at the top of page 47).

1 (–1) or **1 (0)**: the character receives one d100 roll on the ARCANE TALENT GENERATION table in the sidebar, and the talent has the indicated Dormancy Modifier (0 or –1). The character also adds **2** DP to the Spirit skill.

1 to **8**: the character receives the given number of d100 rolls on the ARCANE TALENT GENERATION table (sidebar). Each dice roll grants 1 DP to the resulting Talent (thus, rolling Enthral twice equals 2 DP). The character also adds **2** DP to the Spirit skill.

[5] Divine Grace

The Gods of Kelestia are removed from direct and obvious intervention in the lives of Kethirans. Deities answer the calls for miracles very rarely, subtly, and only if they come from those on whom they have bestowed a divine connection. Believers call this link a 'state of grace'.

Determine if characters have such Grace by rolling a d20 on the GRACE table in the sidebar. The result generates their starting Grace points. Characters may also acquire and increase Grace during the campaign by completing quests, pilgrimages, and sacrifices. Being *Marked* increases the chance later of acquiring the first point of Grace. See CHAPTER 6: THE MYSTERIES (page 311) for more explanation.

[6] Psyche

Characters may have acquired a permanent Psyche trait during their life prior to the start of the campaign. Young human characters roll one d20 on the PSYCHE table in the sidebar; mature characters roll two separate d20s; and old roll three separate d20s.

Elder Folk: roll one d20 for Kuzhai and Malakta; and four d20s for Sinai. Nadi roll as for humans.

Add the results and consult the PSYCHE RESULT table to determine the number and intensity of psyche traits the character possesses. Then roll or choose the specific trait or traits from the PSYCHE TRAITS table. See Stress in CHAPTER 5: ADVENTURE for more details (page 188).

Occupation

The occupation players choose for their characters is one that many members of Kethiran societies might follow—weaponcrafter, mercantyler, pilot, man-at-arms, hunter. It could also be a seemingly more mundane vocation, such as farmer, herder, or mason; or even an esoteric one, like astrologer or shaman. What separates PCs from NPCs, therefore, is not the name of their profession nor the skills learned therein, but the nature of the actions they ultimately choose in pursuit of their more restless, and perhaps dangerous, ambition.

⑪ Select a Character Occupation.

Players select an occupation for their characters from among those available on the Class & Occupation table that corresponds to their Society (pages 27–32). It can be the same as their parents' or a different one, and some GMs dictate it must correspond to a social class no higher than their parents', especially in the case of Noble occupations. However, characters could pursue a vocation not common to their society or class to reflect a unique backstory, such as a tribal hunter becoming a mercenary or a peasant joining the Shek Pvar.

The Occupations table on the following three pages lists all the available occupations in the same format, shown below. At this step, players should simply consider which occupation seems broadly inspirational or interesting—the numbers next to the skill names are explained and applied later. New players may wish to familiarise themselves with the Skill Development section before actually selecting the character's occupation (see step 12 on page 45).

OCCUPATION FORMAT

NAME

The name of the occupation. In practice such titles can change according to culture.

WEALTH DIE

The Wealth Die used in step 13 Standing (page 51). If two dice appear, the first is for the Free class, the second, Unfree.

Note: for Nobility and Priest Wealth Dice, see page 51 sidebar.

SKILLS

The occupational skills and the Development Points each receives. Family DP may be spent on up to half these amounts (rounded down).

DESCRIPTION

A description of what the occupation entails. This also can vary by culture.

HARPER/SKALD	D2
Musician 4	Woodworking 3
Folklore 3	*Native Language* 3
Singing 2	*Script* 3

A bard guildmember or skald (page 337) who brings news, tales, and song to a realm's disparate settlements.

Skills in italics consist of several separate skills (see their entries in Chapter 3: Skills).

SHÈK-PVÂR AND PRIESTS

Players selecting the Shek-Pvar or Priest occupation for their characters should review the special steps and commentary on pages 54 and 55.

FEUDAL NOBILITY

Not every noble is knighted and landed. Although it ranges greatly among cultures, a typical Feudal society enfeoffs about half the total number of noble heads of household, with a third of the rest remaining even unknighted. While all nobility are termed 'gentlefolk', these unlanded, unknighted nobles are called Gentry, and their occupations vary.

The Feudal Class & Occupations table displays these sundry pursuits, such as Gentry (Arcanist) or Gentry (Mercenary). Gentry (Courtier) live entirely off the wealth of their family— 'professional' members of the nobility (perhaps the profligate sons or daughters). Usually, only characters who generate a Noble Parent Class in step 6 may select the Courtier or Knight Bachelor occupations, but the GM may allow non-gentlefolk to do so if a unique backstory calls for it.

INHERITED TITLES

Characters with the Parent Occupation of **Enfeoffed Manor Lord** or **Tenant-in-chief** have a chance to be in direct line to inherit the family title and land. Determine this by rolling d100 against a Title number based upon the character's Estrangement (left table):

ESTRANGEMENT	TITLE
Outcast	02
Unpopular	04
Accepted	08
Popular	17
Favourite	35

AGE GROUP	TITLE
Young	10
Mature	25
Old	80

If the roll is equal to or below the number, then a second d100 is rolled against the Title number according to Age Group (right table). If also equal to or less, the roll means the character starts the campaign as the inheritor of the title: Enfeoffed Manor Lord or Tenant-in-chief is the *character's occupation*. When only the first roll succeeds, the character is simply in line to *inherit* the title from a still-living relative.

APPOINTED MANOR LORDS

The positions of Sheriff, Constable, Bailiff of the Hundred, and (manor) Bailiff are usually held by nobility, but they are not inheritable. Characters may only begin the game with one as their occupation if designated so by the GM.

NOLÓRA: OCCUPATION

Having generated a Parent Occupation of hunter, the player selects *hunter* as Nolora's own Occupation, as well. Her high Endurance, Perception, and Will scores make her well-suited for such a rugged vocation. The familial legacy will also boost several key skills.

OCCUPATIONS (1 OF 3)

ALCHEMIST D4

Alchemy 4
Mathematics 3
Herblore 2
Mineralogy 2
Folklore 2
Discourse 2
Physician 1
Native Language 1
Script 4

An arcanist who creates elixirs by enchanting the Pvaric Principles found in herbs and minerals.

ANIMAL TRAINER D3

Animalcraft 4
Riding 3
Metalcraft 2
Hideworking 2

An expert trainer of domesticated animals, such as birds of prey, dogs, and horses.

APOTHECARY D3

Herblore 4
Mineralogy 2
Mathematics 2
Survival 2
Script 3
Physician 1

A guildmember who gathers, prepares, and sells herbs for use in mundane and sometimes exotic concoctions.

ASTROLOGER D4

Astrology 4
Mathematics 3
Tarotry 3
Drawing 2
Folklore 2
Discourse 2
Native Language 1
Script 4

An arcane diviner who gleans a person's fate by interpreting the Pvaric Principles implied in celestial bodies.

BEGGAR D1

Guile 2
Awareness 2
Intrigue 2
Stealth 2
Legerdemain 2

An indigent dependent on the largesse of others, usually found in larger settlements.

BUREAUCRAT D4

Law 4
Heraldry 3
Discourse 2
Intrigue 2
Languages 4
Scripts 5

An imperial administrator, such as a provincial governor, subordinate official, or obscure factotum.

CARTOGRAPHER/ARTIST D4

Drawing 3
Folklore 2
Mathematics 2
Mineralogy 2
Script 4
2nd Script 3

A person who illustrates maps, creates frescos and mosaics, and illuminates manuscripts.

CHANDLER D3

Mercantilism 4
Mineralogy 2
Herblore 2
Cookery 1
One Craft 2
Script 3

A guildmember who produces and sells candles and lamps, while also providing general voyage provisions.

CHARCOALER D2

Timbercraft 4
Survival 2
Metalcraft 2
Woodworking 2

A guildmember who handles the sale of charcoal, coal, and, in larger settlements, firewood.

CHIEFTAIN D4

As Farmer, Fisher, Herder, or Hunter (primary subsistence method) plus:

Law 3
Command 2
Intrigue 1

The leader of a tribal people or head of the council of elders; often the most powerful among a larger confederation.

CLOTHIER D3

Textilecraft 4
Hideworking 3
Jewelcraft 3
Script 2

A guildmember who produces clothing and textile-based armours, especially for the wealthier classes.

COOK D2

Cookery 2
Herblore 3
Mineralogy 2
Agriculture 2
Animalcraft 2

One specialising in food preparation, often employed by inns, wealthy guild families, and the nobility.

COURTESAN D4

Charm 2
Intrigue 2
Singing 2
Dancing 2
Musician 2
Script 3

A guildmember who provides expensive erotic pleasure to wealthy patrons and the nobility.

EMBALMER D2

Embalming 2
Mineralogy 2
Perfumery 2
Woodworking 2
Ceramics 2
Script 2

A guildmember who prepares corpses for burial, usually hired by temples and the wealthy.

FARMER D2 · D1

Agriculture 4
Animalcraft 3
Herblore 2
Woodworking 2
Survival 1

One who grows crops and raises animals. A freehold farmer holds land from a lord in exchange for rent or military service; an unfree farmer (serf) holds a small plot in exchange for nearly year-round labour on manorial land.

FISHER D2

Fishing 4
Seamanship 4
Piloting 2
Shipwright 2

An expert in catching fish through a variety of methods according to culture and geography.

GAOLER D2

Law 3
Melee 2
Command 2
Heraldry 2
Lockcraft 2
Intrigue 1

A guard, executioner, or warden at a royal or privately owned prison, usually located in urban settlements.

GLADIATOR D4 · D0

Melee 2
Archery 2
Throwing 2
Riding 2
Weaponcraft 2
Initiative 1
Physician 1

Either a free or unfree warrior trained for arena combat, such as that sponsored by Agrikan fighting orders.

GLASSWORKER D3

Glassworking 4
Ceramics 3
Mineralogy 3
Script 2

A guildsman involved in the crafting and sale of glass for use in windows, pottery and art.

HARPER/SKALD D2

Musician 4
Folklore 3
Singing 2
Woodworking 3
Native Language 2
Script 3

A bard guildmember or skald (page 337) who brings news, tales, and song to a realm's disparate settlements.

HERALD D4

Heraldry 4
Drawing 3
Intrigue 2
Guile 2
Discourse 2
Native Language 1
Languages 3
Script 4

A guildmember who produces and catalogues the coats of arms of the nobility, and serves as their diplomat.

HERDER D2

Animalcraft 4
Survival 3
Tracking 3
Hideworking 2

One who breeds and tends domesticated grazing animals, whether as a member of a pastoralist tribe or a feudal people.

HIDEWORKER D3

Hideworking 4
Textilecraft 3
Mineralogy 2
Animalcraft 2

A guildmember who cures and works animal hides, selling them as leather goods and parchment.

HUNTER D2

Tracking 4
Survival 3
Archery 3
Hideworking 2
Herblore 2
Fletching 2

One who stalks and kills game animals for sustenance. On feudal manors, also an officer called **Forester***—responsible for maintaining the lord's land and forest law (add* Law 2 *and* Melee 1*).*

HUSCARL D6

Melee 2
Riding 2
Throwing 2
Archery 2
Heraldry 2
Survival 2
Weaponcraft 2
Initiative 1
Physician 1

An elite warrior retained in service to a great clanhead. In Ivinia, Background Skill DP likely applied to Seamanship.

INNKEEPER D3

Brewing 4
Cookery 2
Guile 2
Intrigue 2
Languages 2
Script 2

A guildsman expert in operating inns and manufacturing and selling alcoholic drinks.

INVOKER D2

*Two Arcane Talents**
Folklore 3
Herblore 3
Tarotry 3
Survival 2
Physician 2

A naturally talented spellcaster, often called a 'warlock' or 'witch'; usually rustic and independent of Shek-Pvar.

**Occupation prerequisites. As a Family 'Skill', offspring receive four Arcane Talent d20 Rolls (apply highest result).*

TRIBAL INVOKER

As above plus (if culturally applicable):
Ritual 3
and one primary subsistence skill:
Agriculture, Fishing, Animalcraft or Tracking 4 *(see page 29 sidebar)*

JESTER/FOOL D2

Theatrics 3
Acrobatics 3
Legerdemain 3
Guile 2
Intrigue 2
Folklore 1

An entertainer in a noble's household, often known for comedic performances, magic tricks, and storytelling.

JEWELLER D3

Jewelcraft 4
Mineralogy 4
Metalcraft 3
Script 3

A guildsman expert in goldsmithing, silversmithing, and engraving, with some licensed to strike coins.

LABOURER D2

A free, but low-paid worker.

FARM

Agriculture 4
Animalcraft 2
Woodworking 2
Metalcraft 2

SEMI-SKILLED

Woodworking 3
Metalcraft 2
Masonry 2
Animalcraft 2
Engineering 2

UNSKILLED

Woodworking 2
Metalcraft 2
Masonry 2
Animalcraft 2
Engineering 2

OCCUPATIONS (2 OF 3)

LEGIONNAIRE D3

- Melee 2
- Throwing 2
- Survival 2
- Heraldry 2
- Weaponcraft 2
- *Languages* 3
- Initiative 1
- Physician 1

An imperial warrior, such as those of Azeryan and its 42 far-flung legions.

LEXIGRAPHER D3

- Drawing 3
- Hideworking 3
- Mineralogy 2
- *Script* 4
- 2nd *Script* 4

A guildmember who makes and sells vellum, parchment, inks, and quills.

LÌA-KAVÁIR D3

- Legerdemain 4
- Lockcraft 3
- Acrobatics 2 *or* Guile 2
- Awareness 2
- Intrigue 2
- Stealth 2
- Melee 1

A member of the 'Thieves Guild' who is practised in pickpocketing, smuggling, and other more sordid illegal activities.

LITIGANT D4

- Law 4
- Discourse 2
- Guile 2
- Intrigue 2
- *Languages* 4
- *Script* 4

A guildmember expert in legal transactions and often hired to argue cases in court on behalf of clients.

LOCKSMITH D3

- Lockcraft 4
- Metalcraft 4
- Woodworking 3
- Masonry 2
- *Script* 2

A guildmember able to make, repair, and instal keys and locks, as well as other secret devices and doors.

LONGSHOREMAN D2

- Seamanship 2
- Climbing 2
- Woodworking 2
- Metalcraft 2
- Engineering 2

A dockworker specialising in loading and unloading of maritime vessels, occasionally pressed into crew duty.

MAN-AT-ARMS D3

- Melee 2
- Throwing 2
- Survival 2
- Heraldry 2
- Weaponcraft 2
- Archery 1
- Initiative 1
- Physician 1

A feudal warrior in the service of a manor lord or tenant-in-chief, or in the employ of a free town as a guard.

MAN-AT-ARMS (ARCHER) D3

- Archery 3*
- Throwing 2
- Survival 2
- Heraldry 2
- Fletching 2*
- Melee 1
- Initiative 1
- Physician 1

*A warrior who specialises in projectile weapons. *Some cultures replace these with* Slings 4 *and* Hideworking 2.

MAN-AT-ARMS (CAVALRY) D4

- Riding 3
- Animalcraft 2
- Survival 2
- Throwing 2
- Initiative 1
- Physician 1

plus: Melee 2 · Weaponcraft 2 *or*
Missile 3 · Fletching 2 · Melee 1

A mounted warrior, as seen in imperial legions and among tribal horse-folk.

MAN-AT-ARMS (SAPPER) D3

- Engineering 3
- Woodworking 3
- Masonry 3
- Mineralogy 2
- Weaponcraft 2
- Mathematics 2
- Melee 1
- Initiative 1

An expert in conducting siege warfare, including mining and the construction and use of missile siege engines.

MASON D6

- Masonry 4
- Woodworking 3
- Engineering 3
- Mathematics 3
- Mineralogy 2
- *Script* 2

A guildmember who designs and constructs buildings, keeps, and castles, and often operates quarries.

MERCANTYLER D6

- Mercantilism 4
- Mathematics 3
- Intrigue 2
- Guile 2
- *Languages* 2
- *Script* 3

A guildmember involved in trading, as buyer, seller, or go-between agent; might undertake long trading journeys.

MERCENARY D3

- Melee 2
- Throwing 2
- Survival 2
- Heraldry 2
- Weaponcraft 2
- Intrigue 1
- Initiative 1
- Physician 1

A warrior who hires out for temporary service, often in a group or band; in rural areas might resort to brigandage.

METALSMITH D4

- Metalcraft 4
- Mineralogy 3
- Weaponcraft 2
- Woodworking 2

A guildmember who produces all types of goods from common metals except weapons and coins; a village smith.

MILLER D4

- Milling 4
- Engineering 3
- Agriculture 3
- Cookery 2
- Mathematics 2
- *Script* 2

A guildmember who operates a mill for grinding grain and can also engineer other devices, such as drawbridges.

MINER D4

- Mineralogy 4
- Engineering 3
- Woodworking 3
- Jewelcraft 2
- Metalcraft 2
- Survival 1

A guildmember who prospects for minerals, alone or as part of a large operation.

NOBILITY *see page 51 sidebar*

- Melee
- Riding
- Intrigue
- Dancing
- Heraldry
- *Script*

A person with the right to bear chivalric arms and ride a warhorse. All nobility have the above six skills as potential Family Skills (1 DP maximum) plus:

[1] up to half SM of the first Family Skill from a Gentry Occupation (for example, Gentry Pilot offers Piloting 2*)*; or

[2] up to half SM of an asterisked skill from a noble Parent Occupation (below):

COURTIER

- Dancing 2
- Heraldry 2
- *Musician* 2*
- Riding 2
- Survival 2*
- Intrigue 1
- Folklore 1
- *Languages* 4*

KNIGHT BACHELOR

- Melee 2
- Throwing 2*
- Riding 2
- Survival 2*
- Weaponcraft 2*
- Heraldry 2
- Initiative 1
- Command 1
- Physician 1
- *Musician* 1

MANOR LORD

As Knight Bachelor plus:

- Law 3*
- Agriculture 2*
- Discourse 2*
- *Native Language* 1

TENANT-IN-CHIEF

As Manor Lord plus:

- Command 2*
- Intrigue 2

OSTLER D3

- Animalcraft 4
- Riding 2
- Hideworking 2
- Woodworking 2
- Metalcraft 2

A guildmember who cares for, breeds, and sells horses; usually operates alongside an inn.

PATRICIAN · CLANHEAD D24

- Law 3
- Heraldry 2
- Melee 2
- Intrigue 2
- Command 2
- Discourse 2
- Initiative 1
- *Languages* 4

Non-feudal clan head found in imperial and tributary cultures, such as in Azeryan, Ivinia, and among the Kuzhai.

PERFUMER D3

- Perfumery 4
- Herblore 3
- Mineralogy 3
- *Script* 2

A guildmember who makes and sells mundane concoctions such as soap, incense, and perfume.

PHYSICIAN D4

- Physician 3
- Herblore 3
- Mineralogy 2
- Mathematics 2
- Discourse 2
- *Script* 3
- Folklore 1

A guildmember who treats ailments, diseases, and injuries, as freemasters or under contract to an employer.

PILOT D6

- Piloting 4
- Seamanship 3
- *Shipwright* 2
- Mercantilism 2
- Mathematics 2
- Drawing 1
- Kantal *language* 3
- *Script* 2

A guildmember trained in seagoing navigation, a position required by law on all vessels more than 30 feet long.

POTTER D2

- Ceramics 4
- Glassworking 3
- Mineralogy 3
- Drawing 2

A guildmember who makes and sells goods made from hardened clay, such as jars, jugs, tiles, beads, and amphorae.

PRIEST *see page 51 sidebar*

- *Ritual* 3
- Discourse 2
- Folklore 2
- *Native Language* 1
- *Script* 4

A member of the clergy. All have the above skills plus these by religion:

AGRIK

- Command 2
- Heraldry 2
- Melee 1
- Surikal *lang.* 4
- Initiative 1
- *Summoning* 1

HALEA

- Charm 2
- Dancing 2
- *Musician* 2
- Perfumery 2
- Intrigue 2
- Embalming 2

ILVIR

- Animalcraft 3
- Physician 2
- Ivashi *lang.* 4
- 2nd *Script* 4

Ceramics, Drawing, *or* Textilecraft 3

LARANI

- Command 2
- Riding 2
- Heraldry 2
- Embalming 2
- Melee 1
- Initiative 1

MORGATH

- Embalming 4
- Woodworking 2
- Hideworking 2
- Ormauk *lang.* 4
- Nuvesarl *script* 4
- *Summoning* 1

NAVEH

- Guile 2
- Stealth 2
- Legerdemain 2
- Lockcraft 2
- Melee 1
- *Summoning* 1

PEONI

- Agriculture 3
- Animalcraft 3
- Physician 2
- Herblore 2
- Embalming 2

SARAJIN

- Command 2
- Runecraft 2
- Seamanship 2
- Melee 1
- Initiative 1

SAVE-K'NOR

- Mathematics 3
- Drawing 2
- Law 2
- Heraldry 2
- Embalming 2
- Folklore 1
- *Languages* 4
- 2nd *Script* 4

see Specialised Training, page 339.

SIEM

Astrology 3, *or* Runecraft 3 *if Kuzhai*

- Survival 2
- Herblore 2
- Tracking 2
- Spirit 1

OCCUPATIONS (3 OF 3)

PROSTITUTE D2

Charm 2
Guile 2
Awareness 2
Intrigue 2
Textilecraft 2

One who earns a living by providing erotic pleasure, usually for the lower classes (unlike a COURTESAN*).*

RATTER D3

Animalcraft 4
Survival 2
Tracking 2
Herblore 2
Melee 1

An expert in the removal of pests from households, whether rats, mice, bees, or snakes, often with help of a small dog.

RUNEMASTER D4

Runecraft 4
Folklore 3
Mineralogy 3
Masonry 2
Metalcraft 2
Woodworking 2
Script 4

An arcane divinist of the northern Ivinian and Kuzhai folk, skilled in casting runestones to glean fate.

SALTER D2

Mineralogy 4
Fishing 3
Herblore 3
Survival 2
Cookery 1

A guildmember who sells salt, the main food preservative, whether from a stall in a town or travelling to villages.

SCHOLAR D4

Folklore 3
Mathematics 3
Discourse 2
Drawing 1
Native Language 2
Languages 6
Script 5
2nd *Script* 4

One learned in history, geography, and languages, to some extent that of foreign lands.

SCRIBE D3

Drawing 3
Mathematics 2
Folklore 1
Native Language 1
Languages 4
Script 5
2nd *Script* 5
3rd *Script* 5

A person skilled in the reading and production of manuscripts, regardless of their actual expertise in the subject.

SEAMAN D2

Seamanship 4
Fishing 3
Piloting 2
Shipwright 2
Climbing 2
Kantal *lang.* 3

A guildmember hired to crew maritime vessels, ranked as deck boy, ordinary seaman, or able-bodied seaman.

SERVANT, DOMESTIC D2 · D0

Textilecraft 4
Cookery 3
Agriculture 2
Herblore 2

A worker, or slave, who performs household chores for the wealthy; can also represent spousal domestics.

SHAMAN D2

Trance 4
Ritual 3
Folklore 2
Herblore 3
Survival 2
Physician 2
Spirit or any *Talents (if possessed)* 2

An esotericist who seeks power from spirit guides during astral journeys; also might serve as a religious leader.

SHÈK-PVÂR D4

Pvarism 3
Folklore 2
Discourse 2
Tarotry 2
Native Language 2
Script 5

A guildmember of the arcane Shek-Pvar. All have the above Occupational skills plus these according to convocation:

FYVRIA

Agriculture 3
Survival 2
Any two of: Animalcraft, Herblore, Physician, Timbercraft, Tracking 2

JMORVI

Metalcraft 3
Lockcraft 2
Mineralogy 2
Weaponcraft 2

PELEAHN

Cookery 2
Mineralogy 2
Metalcraft 1
Melee 1
Initiative 1

LYAHVI

Glassworking 3
Jewelcraft 3
Legerdemain 3

SAVORYA

Mathematics 4
Folklore 1
Spirit 1
Drawing 1
Languages 4
2nd *Script* 4

ODIVSHE

Brewing 3
Fishing 2
Seamanship 2
Swimming 2

SHIPWRIGHT D6

Shipwright 4
Woodworking 3
Timbercraft 3
Metalcraft 3
Mathematics 3
Seamanship 2
Script 3

A guildmember who designs, constructs, and outfits all types of maritime vessels; some accompany voyages as a carpenter.

SLAVE D0

A chattel labourer with no possessions and holding no land. Slavery exists in many parts of Kethira.

Two Physical skills each with 2 DP *plus:*

CRAFT

Woodworking 4
Metalcraft 3

DOMESTIC

Textilecraft 4
Cookery 2
Herblore 1

FARMING

Agriculture 4
Animalcraft 3

FISHING

Fishing 4
Seamanship 3

HERDING

Animalcraft 4
Survival 3

SWORDMASTER D6

Melee 2
Throwing 2
Discourse 2
Weaponcraft 3
Heraldry 2
Initiative 1
Physician 1
Languages 3

A man-at-arms expert in teaching hand-to-hand and armed combat; hired most often by noble households.

TEAMSTER D4

Animalcraft 4
Riding 3
Woodworking 2
Metalcraft 2
Survival 1

Someone trained in handling teams of horses or oxen to pull wagons and carts; often hired by trading caravans.

TENANT OFFICER D3

Agriculture 4
Herblore 2

Unfree farmer selected for special role on a feudal manor; has above skills plus:

BEADLE

Law 3
Animalcraft 3
Melee 1
Survival 1

An assistant to the Reeve responsible for enforcing manor law.

HERDER

Animalcraft 4
Survival 2
Woodworking 1
Masonry 1

Manager of fief's livestock and pasture; includes the mending of fences.

REEVE

Law 3
Animalcraft 3
Mercantilism 2
Survival 1

A lord's chief officer for overall management of manor or village.

WOODWARD

Timbercraft 3
Animalcraft 3
Survival 2
Woodworking 1

Manages and protects the lord's forests; oversees tree planting and cutting.

TENTMAKER D3

Textilecraft 4
Hideworking 3
Woodworking 2
Metalcraft 2

A guildmember who makes tents, awnings, and pavilions; some also produce sails for ships.

THATCHER D2

Woodworking 4
Timbercraft 3
Masonry 2
Engineering 2

A typically urban free person who specialises in the building and repair of straw, rush, or reed roofs and walls.

THESPIAN D2

Theatrics 3
Singing 2
Dancing 2
Native Language 2

Plus one skill 4 and one skill 3 from:
Acrobatics, Legerdemain, *Musician*

A guildmember trained to entertain, whether as actor, dancer, musician, juggler, or acrobat.

TIMBERWRIGHT D4

Timbercraft 4
Survival 3
Woodworking 3
Climbing 2
Metalcraft 2

A typically rural guildmember who cuts, hauls, and sells lumber.

TOYMAKER D2

Woodworking 4
Textilecraft 3
Drawing 2
Ceramics 2
Metalcraft 2
Lockcraft 2

A crafter who produces and sells a variety of toys incorporating wood, clothing, ceramics, and metal.

TRAPPER D2

Tracking 4
Survival 3
Hideworking 3
Woodworking 2
Metalcraft 2
Lockcraft 2

An especially rustic hunting specialist skilled in obtaining animal pelts for wholesaling to fur traders.

WEAPONCRAFTER D6

A guildmember who specialises in one of two weapons-making occupations, the Armourer or Bowyer:

ARMOURER

Weaponcraft 4
Metalcraft 4
Mineralogy 3
Hideworking 3

BOWYER

Fletching 4
Woodworking 4
Timbercraft 3
Metalcraft 3

WOODCRAFTER D3

Woodworking 4
Timbercraft 2
Hideworking 2
Metalcraft 2
Drawing 2

A guildmember carpenter, cooper, wain-wright, or cabinet maker; crafted objects can include artistic elements.

WOODCUTTER D2

Timbercraft 4
Survival 2
Woodworking 2
Climbing 2

A semi-skilled labourer specialising in felling trees; to a Timberwright what a simple farm labourer is to a Farmer.

YEOMAN D3 · D4 (HORSE)

Agriculture 4
Animalcraft 3
Survival 2
Initiative 1

A feudal farmer who holds land in exchange for military service rather than rent; has above skills plus:

ARCHER

Archery 3
Fletching 2
Melee 1

FOOT

Melee 2
Weaponcraft 2

HORSE

Riding 3
Melee 2
Weaponcraft 2

Skills

Whereas Attributes measure innate talent, Skills reflect training and experience. The array of Skills developed in large part defines the character's Persona. While an occupation funnels this development, there is no restriction in the game for 'out-of-character' skill acquisition. A mage can wield weapons; a warrior could be expert in folklore; a scholar might be athletic.

The Skills List table on page 46 displays over 70 distinct skills (see Chapter 3: Skills for detailed descriptions). To complete character generation, players should understand the following key terms.

Skill Base: each skill draws upon the requisite raw talent of two specific Attributes—this is called the Skill Base (SB). The numerical value of the SB equals the average of the given two Attributes. Round a fraction up if the first Attribute listed in the pair is greater than the second; otherwise, round down. The first-listed Attribute is also called the primary Attribute.

Skill Multiple: each skill on the Skills List table has a rating from 0 to 3 called the Skill Multiple (SM). All characters freely receive every listed skill that has an SM of 1 or more. Notice that such automatic skills are already displayed on the character sheet.

Examples*: the Melee skill has SM2 listed in the table, so every character may automatically test it. Metalcraft has SM0—it requires development to use.*

Mastery Level: skill proficiency is rated from 0 to 100 (or more) and is called Mastery Level (ML). A character's base ML in a skill equals the product of its Skill Base times its Skill Multiple:

MASTERY LEVEL (ML) = SKILL BASE (SB) × SKILL MULTIPLE (SM)

The maximum attainable skill ML equals the character's SB × 7. Chapter 8: Campaign explains skill improvement during the game (page 413).

SKILL DEVELOPMENT

How players develop their character's skills during generation helps tell the PC's life story before the campaign begins.

⑫ Assign Skill Development Points (DP).

Skill assignment is done through **Development Points** (DP). When one DP is allocated to a skill, its current SM increases by one. Adding one point to Melee SM2 raises it to SM3; adding one point to Metalcraft SM0 raises it to SM1. The maximum SM allowed is 5, after which each DP improves skills by way of **Mastery Boosts** (page 47 sidebar).

Follow the stages listed in the sidebar above right to assign a character's skill DP. The Nolora: Skills highlighted section on page 50 provides a complete example of skill assignment.

[1] Folk Skills

Since many Elder Folk have lifespans far greater than humans, and usually spend many decades in adolescence, they develop more automatic skills than humans do. See the sidebar for such Folk Skills granted to Kuzhai and Sinai characters.

SKILL DEVELOPMENT STAGES

Follow these eight stages in order to complete a character's skill development:

[1] Folk Skills .... page 45
[2] Arcane Talent Skills .... page 47
[3] Family Skills.............................. page 47
[4] Background Skills .... page 48
[5] Occupation Skills .... page 48
[6] Optional Skills .... page 48
[7] Veteran Skills .... page 49
[8] Sunsign Skills............................ page 49

KÚZHAI FOLK SKILLS

All Kuzhai characters apply 1 DP to Melee and 3 DP to *Languages*. They also receive *two* d10 rolls on following table. Each result grants 2 DP to the given skill (but both rolls resulting in the same skill give 3 DP, not 4).

D10	FOLK SKILL	D10	FOLK SKILL
1–2	Engineering 2	7–8	Metalcraft 2
3	Jewelcraft 2	9	Mineralogy 2
4	Lockcraft 2	10	Weaponcraft 2
5–6	Masonry 2		

SINÁI FOLK SKILLS

All Sinai receive the following Folk DP: Awareness 1, Dancing 3, *Languages* 5, Melee 1, Archery 2, Singing 2, Stealth 1, and Survival 3. They also receive *four* d10 rolls on following table. Each result grants the listed skill with the corresponding DP (a duplicate skill result increases its DP by just one).

D10	FOLK SKILL	D10	FOLK SKILL
1	Ceramics 2	6	Shipwright 2
2	Glassworking 2	7	Textilecraft 2
3	Jewelcraft 2	8	Timbercraft 2
4	Musician 2	9	Weaponcraft 2
5	Perfumery 2	10	Woodworking 2

SKILLS LIST

SKILL GROUPS

LORE	SB	SM
Brewing	PER · REA	0
Cookery	PER · REA	2
Embalming	REA · PER	0
Engineering	REA · CRE	0
Folklore	REA · WIL	1
Heraldry	REA · WIL	0
Law	REA · WIL	0
Mathematics	REA · CRE	0
Mercantilism	REA · PER	0
Perfumery	PER · REA	0
Physician	REA · PER	1
Ritual	WIL · REA	0
Script	REA · PER	0
Shipwright	REA · CRE	0

SOCIAL	SB	SM
Charm	CML · EMP	3
Command	WIL · ELO	2
Discourse	REA · ELO	2
Guile	EMP · CRE	3
Intrigue	EMP · REA	3
Language	ELO · REA	0
Singing	VOI* · CRE	3
Theatrics	CRE · ELO	1

Voice: see page 49 sidebar.

NATURE	SB	SM
Agriculture	PER · WIL	0
Animalcraft	EMP · WIL	0
Fishing	PER · WIL	0
Herblore	PER · REA	0
Mineralogy	PER · REA	0
Piloting	REA · PER	0
Seamanship	WIL · PER	0
Survival	WIL · REA	1
Timbercraft	PER · REA	0
Tracking	REA · PER	0

AGL	Agility	END	Endurance
AUR	Aura	PER	Perception
CML	Comeliness	REA	Reasoning
CRE	Creativity	STR	Strength
DEX	Dexterity	VOI	Voice
ELO	Eloquence	WIL	Will
EMP	Empathy		

Skills in italics consist of several separate skills (see their entries in CHAPTER 3: SKILLS*).*

PHYSICAL	SB	SM
Acrobatics	AGL · END	0
Awareness	PER · WIL	3
Climbing	AGL · DEX	3
Dancing	AGL · CRE	2
Jumping	AGL · STR	3
Legerdemain	DEX · PER	0
Riding	EMP · AGL	1
Stealth	AGL · WIL	3
Swimming	AGL · END	1

COMBAT	SB	SM
Archery	PER · DEX	1
Initiative	WIL · REA	3
SHOCK†	STR · END	
Melee	DEX · AGL	2
DODGE†	AGL · PER	
Slings	DEX · PER	0
Throwing	DEX · PER	2

†*Subskills: see page 49 sidebar.*

CRAFT	SB	SM
Ceramics	DEX · PER	0
Drawing	DEX · CRE	1
Fletching	DEX · PER	0
Glassworking	PER · DEX	0
Hideworking	DEX · PER	0
Jewelcraft	PER · DEX	0
Lockcraft	DEX · PER	0
Masonry	DEX · STR	0
Metalcraft	DEX · STR	0
Milling	PER · STR	0
Musician	PER · CRE	0
Textilecraft	DEX · PER	0
Weaponcraft	DEX · STR	0
Woodworking	DEX · STR	0

ESOTERICA	SB	SM
Alchemy	AUR · PER	0
Astrology	AUR · EMP	0
Pvârism	AUR · REA	0
Runecraft	AUR · EMP	0
Summoning	AUR · ELO	0
Talent	AUR · WIL	0
Spirit	AUR · WIL	3
Tarotry	AUR · EMP	0
Trance	AUR · CRE	0

BACKGROUND SKILLS

RURAL	URBAN
Agriculture	*Animalcraft*
Animalcraft	*Brewing*
Awareness	*Ceramics*
Brewing	*Cookery*
Cookery	*Dancing*
Fishing	*Drawing*
Fletching	*Intrigue*
Hideworking	*Folklore*
Metalcraft	*Hideworking*
Riding	*Metalcraft*
Seamanship	*Musician*
Swimming	*Seamanship*
Timbercraft	*Textilecraft*
Woodworking	*Woodworking*

WILDERNESS	CITY
Herblore	*Languages (3 DP)*
Tracking	*Mercantilism*
Survival	*Theatrics*

SINÁI
Fletching
Folklore
Herblore
Initiative
Physician
Pvârism
Riding
Spirit
Tracking

KÚZHAI
Command
Folklore
Initiative
Mercantilism

MALÁKTA
Command
Initiative
Melee

MASTERY BOOST

ML	BOOST
≤ 39	+10
40–44	+9
45–49	+8
50–59	+7
60–69	+6
70–79	+5
80–99	+4
≥ 100	+3

[2] Arcane Talent Skills

Characters who have Arcane Talent—as determined by the d20 Talent roll on page 40—now receive two to four DP for *each* talent to raise its base SM0 (see sidebar table). Modify further by these two factors:

Dormancy: apply any Dormancy modifier (0 or –1).

Talent: apply any DP awarded from the Talent Generation roll, as noted in the bottom note of the Arcane Talent Possession table (page 40). Each DP beyond SM5 applies instead as a Mastery Boost (sidebar).

SPIRIT TALENT

All characters have Spirit SM3. Some may also have received one or two DP from the d20 Talent Roll.

[3] Family Skills

Each Occupation on the Occupations table lists a variety of skills appropriate to its nature (pages 42–44). Characters receive **5 DP** to develop skills listed on the table corresponding to their Parent Occupation, a reflection of skills learned during childhood.

The maximum DP that can be spent on a Family Skill equals half the number listed next to it in the Occupations table, rounded down.

***Example**: looking at Man-at-arms as a Parent Occupation, one DP could be spent on Melee (half of 2 equals 1) but none on Initiative (half of 1, rounded down, equals 0).*

Native Language: characters freely receive DP in the native language of their birth realm, as shown in their Region table (page 24). See Native Language DP in the sidebar for the exact number.

Native Religion: each religion has its own Ritual skill. Human folk receive one DP in a Ritual skill selected from their native pantheon. See Chapter 6: The Mysteries for details on two sample pantheons—the West Venarian (page 321) and the Cult of the Covenant (page 343).

- Sinai receive three DP in Siem Ritual.
- Kuzhai receive two DP in Sereniel Ritual (see sidebar page 341).
- Other folk might grant more or fewer DP, such as the Emhle of Emelrene (2 DP). The Malakta and Nadi do not express ceremonial or meditative practices and so receive no Ritual DP.

Characters may develop Ritual ML in more than one religion; some scholars do so routinely. However, Morality greatly influences the effective use of a specific Ritual skill as a practicing Follower in its religion. The Religions & Priests section on page 55 guides players through how to finalise the details surrounding the Ritual skill; for now, simply make note of its development during the ensuing stages.

Language & Script Points: some occupations list a number of DP for languages. An entry of *Native Language* means the DP apply only to the character's native language. An entry of *Languages* allows the DP to apply to either a native or foreign one. An entry of *Script* or 2nd or 3rd *Script* means the DP should be applied to a single script, while an entry of *Scripts* means the DP may be distributed among any scripts.

ARCANE TALENT DP

The number of DP assigned to each Talent's base SM0 varies by Age Group or whether the character is Kuzhai or Sinai:

AGE GROUP OR FOLK	DP
Young	2
Mature	3
Old/Kúzhai/Sinái	4

MASTERY BOOSTS

Development Points might increase a skill's SM several times due to various occupations, backgrounds, and options. However, *no SM can go higher than 5*. For each point applied beyond SM5, the skill is instead raised once on the Mastery Boost table (page 46).

To apply a Mastery Boost, calculate the skill's current Mastery Level (ML), initially equal to SB times SM. Find this ML in the first column of the Mastery Boost table and raise the ML by the amount in the second column.

***Example**: a character applies one DP to Folklore as a Family skill, raising it to SM2 (the base SM1 listed on the Skills List table plus one). Another point is then applied as an Urban Background skill, raising it further to SM3.*

The character next acquires Folklore 3 as an Occupation skill. Since no SM goes beyond 5, the first two points take the SM3 to SM5, and the third gives one Mastery Boost.

If the character's Skill Base (SB) is 14, then Folklore SM5 has ML70 (14 × 5). According to the Mastery Boost table, the Mastery Boost increases ML70 by 5, raising Folklore to ML75.

If Folklore receives another DP, the boost is calculated from ML75, raising it by 5 to ML80.

NATIVE LANGUAGE DP

The number of DP assigned to Native Language generally varies by Parent Social Class or whether the character is Kuzhai or Sinai. Several Parent *Occupations* provide higher Native Language fluency, as noted:

CLASS OR FOLK	DP
Unfree/Free*/Guilded/Military	4
Guilded†/Priestly/Noble	5
Kúzhai/Sinái	5

*A Parent *Scholar* or *Scribe* occupation provides 5 DP.

†Applies only to Guilded Parent *Alchemist*, *Astrologer*, *Herald*, *Lexigrapher*, *Litigant*, *Mercantyler*, *Physician*, *Runemaster*, and *Shek-Pvar* occupations.

Fluency: an ML in the *10s or 20s* allows for simple, halting communication for a foreign speaker. Raising it into the *30s or 40s* reflects the native fluency of a commoner (page 77).

LANGUAGE & SCRIPT DP

Appendix II (page 424) lists all the languages and scripts of Venarive, dividing them according to language families. Each language and script is its own skill. The DP spent raises the language or script SM by one until SM5, beyond which each works as a Mastery Boost, just like any other skill. However, there is *no limit* to the number of DP that may be spent from the same source on languages (but *not* scripts). Thus, a character could spend all 5 DP from Optional Skills on the same language.

FOREIGN LANGUAGE BOOST

The *first* DP spent on learning a foreign language gives the character SM1, plus one for *each* of the following two applicable factors:

- The foreign language is in the same language family as the character's native language.
- The foreign language is a regional language according to the character's birth Realm.

These two increases only apply to the first DP spent; subsequent DP increase SM by one.

Example*: a character from the Berema Shire realm in the Emelrene region speaks Emelan natively and spends 1 DP to learn Trierzi. The initial SM1 freely increases to SM2 because Trierzi is a regional language for someone born in Berema Shire (page 24 table). However, Trierzi is from a different language family so there is no further adjustment.*

BONUS LANGUAGE POINTS

Extra PC language proficiency usually enhances the game. Unless the campaign's setting is especially isolated, the GM can award PCs bonus DP according to Age Group or Folk to spend on languages (but *not* scripts). These can be given at any stage; players spend them like other language DP (as discussed above).

AGE GROUP OR FOLK	BONUS LANGUAGE DP
Young	2
Mature	3
Old/Kúzhai/Sinái	4

NOLÓRA: LANGUAGES

Considering the campaign's backstory, the GM decides that Nolora will have travelled to the island of Hârn in her youth, and so awards three bonus DP to spend on its languages. Nolora's player spends two on Hârnic and one on Jarin. While neither are regional languages in her home Emelrene, Jarin is from the same language family as her native Emelan (see Járind table, page 424). Jarin receives a free one-DP boost to SM, leaving her at this stage with Hârnic SM2 and Jarin SM2.

[4] Background Skills

Characters have an opportunity to develop certain skills more readily according to the milieu of their childhood. Each character receives ***5 DP*** to improve skills from the Background Skills table that corresponds to their Urban or Rural background (page 46). A City background allows selections from both the Urban and City tables; a Wilderness background gives access to both the Rural and Wilderness tables.

Elder Folk: non-human folk usually possess unique Background tables. They may spend the five background DP on their special Folk Background table, as well as the regular Urban/Rural tables.

No more than two DP can be spent on the same Background Skill.

Urban (City) Language Bonus: each DP spent on Languages in the City table grants a pool of **3 DP** to develop languages (see also sidebar).

[5] Occupation Skills

Characters next receive DP in a specific group of skills based upon their own chosen occupation. These are skills improved during an **apprenticeship** that lasts into the early Young Age Group.

Each occupation in the Occupational Skills table on pages 42–44 lists the number of DP dedicated to each skill. For example, the Cook occupation grants 3 DP in Herblore.

Improve all the skills in the chosen occupation by precisely the amount of DP given in the Occupations table.

Suboccupation: *Priest* characters select a suboccuption according to a specific religion (the ten in the table belong to the West Venarian pantheon); *Shek-Pvar* choose a Primary convocation from among the six given; and *Weaponcrafters* are either Armourers or Bowyers.

[6] Optional Skills

Concurrently with their apprenticeship, characters also receive ***5 DP*** to improve skills of their own choosing. These can be used to improve skills already acquired in a previous stage or to develop new ones.

No more than 1 DP can be spent on the same Optional Skill, unless it has received no DP thus far, in which case it may receive up to 2 DP.

Esoteric Skill Exclusion: Esoterica Group skills may *not* be developed if they are not already at SM1 or higher after stage 5.

[7] Veteran Skills

Character generation up to this point reflects the completion of an apprenticeship in the selected occupation. This leaves characters in the early to middle years of the Young group, about 20–29 years old for human folk. Young characters skip stage 7 and move to assigning Sunsign Development Points in stage 8.

Mature and Old characters receive ***5 DP*** to reflect the veteran experience of already having lived through their Young age group.

> No more than 1 DP can be spent on the same Veteran Skill, unless it has received no DP thus far, in which case it may receive up to 2 DP.

Esoterica Skill Exclusion: same as for stage 6.

Old Group: after spending the Veteran 5 DP, Old characters receive an *additional* ***5 DP*** to reflect the experience of their Mature age group years. The same restrictions that affect the first round of Veteran DP apply to this second round.

Elder Folk: given their extended adolescence, *both Sinai and Kuzhai are treated as Old* for purposes of Veteran DP. That is, they receive two rounds of 5 DP each. Malak and Nadi are treated like humans.

[8] Sunsign Skills

The astrological Sunsign under which characters are born subtly affects their skill performance. Once gameplay begins, this influence is captured through the Fate mechanic (page 276). During character generation, it is instead reflected in Sunsign Development Points.

Characters earlier received a number of DP during step 4 of character generation (sidebar page 23). For instance, a Masara Sunsign grants 3 Social, 1 Lore, and 1 Nature DP. The respective DP are now spent on skills within the given skill group—Social DP only on Social Group skills, Nature DP only on Nature Group skills, and so forth.

> No more than 1 DP can be spent on the same Sunsign Skill, unless it has received no DP thus far, in which case it may receive up to 2 DP.

MASTERY LEVELS

After stage 8 (Sunsign Skills), compute the Mastery Level (ML) of every skill. Characters also have an ML in the skills listed on the SKILLS LIST table that have an SM of one or more—*even if no DP were spent on them*. These automatic skills are already shown on the character sheet; every character gains them to at least the listed SM level, if not at a higher SM through development.

Attributes: the twelve Attributes each have a Mastery Level (ML) equal to its generated score multiplied by five (ATT × 5). A STR12 has ML60, for instance. An Attribute ML can be tested with a d100 roll just like a Skill ML—see pages 60–62.

The section on the next page explains the eight stages of Nolora's Skill Development, including the calculations of Mastery Levels. Character generation continues with step 13 in the Standing section on page 51.

SUBSKILLS

Shock is a subskill of Initiative. It improves according to the SM increase of Initiative, but it uses its own unique SB and derives its own unique ML. The Shock subskill receives a Mastery Boost when Initiative does, figured separately according to its own ML.

***Example**: a character with SB10 in Initiative and SB16 in Shock has spent two DP to raise Initiative SM from 3 to 5. This produces an Initiative ML50 and Shock ML80. When a single Mastery Boost is later applied, Initiative increases to ML57 (50 + 7) and Shock to ML84 (80 + 4).*

Dodge is a subskill of Melee. The same above rule regarding Shock and Initiative applies to Dodge and Melee. That is, DP are only spent on Melee, and its SM is also applied to Dodge.

Melee could instead be developed according to eight different weapon groups. Gamers who prefer this approach could incorporate the Required Expertise option (page 92).

SINGING (VOICE)

Singing involves a unique physiological talent little related to one's speaking voice. PCs have a physical trait called Voice (VOI), generated with 4d6 (drop lowest), or 5d6 (drop two lowest) for Sinai. VOI is paired with Creativity (CRE) when figuring Singing SB (page 46).

NOLÓRA: SKILL DEVELOPMENT

Nolora's player works through the eight stages of Skill Development (pages 45–49). This process gives a broad picture of the character's life before the start of the campaign.

[1] Folk: Humans (Emhle) receive no Folk skills.

[2] Talent: she receives the Prescience talent with a –1 Dormancy modifier because a 20 was rolled and she has AUR 9 (page 40). She also receives +2 SM to the Spirit skill. With a Mature Group age, her starting SM for these two Talents equal:

Prescience 2
Spirit 5

[3] Family: the Hunter occupation allows for potential development among six different family skills (page 42). The player puts 2 DP into Tracking and 1 DP each into Survival, Archery, and Hideworking (Survival and Archery already start at SM1). Nolora's Free social class gives her Native Language SM4. As an Emhle, she has Ritual SM2 in a religion of the Cult of the Covenant pantheon (page 343).

Tracking 2
Survival 2
Archery 2
Hideworking 1
Native Language: Émhlèn 4
Elarána Ritual 2

[4] Background: as a member of a Tribal society, Nolora may spend 5 DP on skills from both the Rural and Wilderness background tables (page 46). These are skills likely developed as an adolescent, a reflection of Nolora roaming the vast forests of the Jerinalian Mountains. She puts 2 DP into Timbercraft and 1 DP each into Awareness, Survival, and Swimming.

Awareness 4
Survival 3
Swimming 2
Timbercraft 2

[5] Occupation: the player returns to the Hunter table to locate Nolora's own Occupation skills (page 42). She simply assigns the precise DP given for each skill. Both Tracking and Survival receive their last DP as a Mastery Boost, since no skill may exceed SM5.

Tracking 5+1 MB
Survival 5+1 MB
Archery 5
Hideworking 3
Herblore 2
Fletching 2

[6] Options: the player decides Nolora saw action battling strange creatures near her lodge during her teenage apprenticeship. She spends 1 DP to improve Initiative and 2 DP on Melee—because it is a new skill, Melee may receive two points (page 48).

Initiative 4
Melee 4

She also raises two skills already developed by spending 1 DP on each of them. The DP spent on Archery gives a Mastery Boost since it had been at the maximum SM5:

Awareness 5
Archery 5+1 MB

Bonus Language DP: the GM decides that Nolora was selected in her Young Age Group to take part in a special Emhle diplomatic mission that travelled to the island of Hârn. To reflect her time and experiences there, she is awarded three bonus Language DP. The player spends them on Hârnic (2) and Jarin (1):

Hârnic 3 (2 DP + 1 family bonus)
Jarin 2 (1 DP + 1 family bonus)

The +1 bonuses reflect the shared language family with Emelan.

[7] Veteran: Nolora receives five veteran DP as a Mature Group character, the result of experiences throughout her twenties. She improves Nolora's fighting prospects by assigning 1 DP to two different combat skills.

Initiative 5
Melee 5

She similarly raises her arcane talent with 1 DP.

Prescience 3

The player wishes to improve an important skill for a hunter—Stealth. Since she has yet to spend any DP on Stealth, she is allowed to put 2 DP into it.

Stealth 5

[8] Sunsign: the player spends Nolora's Sunsign DP (Craft 3, Nature 1, and Combat 1). Biographically, this development could have taken place at any point during her backstory. The player decides all of it coincided with Nolora's recent hunting exploits.

She first chooses to improve three skills already developed: Fletching, Tracking, and Melee. She then puts 2 DP into a brand-new skill, Woodworking.

Fletching 3	*1 Craft DP*
Tracking 5+2 MB	*1 Nature DP*
Melee 5+1 MB	*1 Combat DP*
Woodworking 2	*2 Craft DP*

MASTERY LEVELS

Nolora's player now determines the Mastery Levels of all her skills. She computes each Skill Base (SB), multiplies it by the Skill Multiple (SM), and applies Mastery Boosts from the table on page 46.

***ML Example 1**: Nolora's Melee SB is the average of DEX and AGL (SB13 in this case). She developed it to SM5+1 Mastery Boost. SB13 × SM5 = ML65. One boost raises it by 6 to ML71.*

The player also computes the Mastery Levels for all the various automatic skills left undeveloped.

***ML Example 2**: Nolora never developed the Dancing skill. However, like everyone, she receives it at SM2 as shown on both the Skills List table (page 46) and a blank character sheet. The SB is 12, based on AGL and CRE (12 + 11 = 23; halved to 11.5; rounded up to 12 since AGL is listed first and is greater than CRE). Nolora starts the game with Dancing ML24.*

To the right is part of Nolora's autocalculating character sheet, which computes SB and figures the resulting ML from the indicated SM. Archery and Melee (both developed to 5+1) have empty SM columns, evidence of applied Mastery Boosts.

PHYSICAL [−5]	SB		ML
Awareness	PER · WIL	5	75
Climbing	AGL · DEX	3	39
Dancing	AGL · CRE	2	24
Jumping	AGL · STR	3	36
Riding	EMP · AGL	1	13
Stealth	AGL · WIL	5	70
Swimming	AGL · END	2	26
	·		
COMBAT [+5]	SB		ML
Archery	PER · DEX		75
Initiative	WIL · REA	5	75
shock	STR · END		65
Melee	DEX · AGL		71
dodge	AGL · PER		71
Throwing	DEX · PER	2	28

Standing

A character's standing at the start of a campaign varies broadly by social class. The food, shelter, clothing, and occupational accoutrement reflecting a certain standing is measured by the **Wealth** characteristic.

⑬ Roll Wealth Dice as given in the Occupations table (pages 42–44).

A character's Wealth equals the summed result from rolling a number of polyhedral dice from two different sources (refer to the sidebar tables):

[1] **Family Wealth Dice**: roll a number of dice derived from Family Estrangement of a die size based upon *Parent Occupation*.

[2] **Occupation Wealth Dice**: roll a number of dice derived from the PC's Age Group of a die size based upon the *PC's Occupation*. Treat Sinai and Kuzhai as Old.

PC Wealth Advantage: roll an extra die from both Wealth sources and drop the lowest result in each group before totalling. For a demonstration, see the Nolora: Standing sidebar, as well as the example on the following page.

Lifestyle

The resulting Wealth score is applied on the Standing table on the next page to get a general indication of the character's overall lifestyle with regard to housing, food, and clothing.

Possessions

Characters may also start with other possessions whose total value in silver pennies (d) does not exceed their Wealth times one hundred:

POSSESSIONS VALUE (D) = WEALTH × 100

These acquisitions do not reduce the Wealth score but instead reflect the quality and quantity of belongings the character of a given standing could likely have obtained by the start of the campaign. Chapter 4: Possessions contains an extensive list of weapons, armour, mounts, gear, and vessels.

During character generation, possessions may not be 'cashed in' for money. Strictly speaking, some items are not even owned—a serf's cottage or a noble's subenfeoffed manor—but are still 'possessed'.

Special Gear: see the Weaponcraft entry in Chapter 3: Skills for the cost of masterwork weapons and armour.

Workshops: characters who have at least ML50 in a Craft group skill possess an associated workshop according to Wealth. See Chapter 4: Possessions (page 121) to determine its quality rating.

Coins

Although actual coins are rare—especially in rural areas—characters also begin the campaign with a number of silver pennies (d) equal to their Wealth score times ten. This money can be further spent or saved.

SILVER PENNY COINS (D) = WEALTH × 10

NUMBER OF WEALTH DICE

ESTRANGEMENT	#
Outcast	1
Unpopular	2
Accepted	3
Popular	4
Favourite	5

AGE GROUP/FOLK	#
Young	1
Mature	2
Old/Kúzhai/Sinái	3

SIZE OF WEALTH DICE

Wealth Dice sizes for most occupations are shown in the Occupations table (pages 42–44).

Nobility Wealth Dice sizes vary by specific title:

NOBILITY TITLE	SIZE
Gentry (all occupations)	d6
Bailiff / Knight Bachelor	d8
Manor Lord, Appointed (*Bailiff*)	d8
Manor Lord, Appointed (*Bailiff [Hundred]*)	d10
Manor Lord, Appointed (*Constable*)	d12
Manor Lord, Appointed (*Sheriff*)	d20
Manor Lord, Enfeoffed	d24
Tenant-in-chief (all titles)	d30

Priest Wealth Dice size equals Circle × 2. For Parent Occupation, assume Circle III (d6). PC Circle is determined on page 55.

NOLÓRA: STANDING

Nolora's Family Wealth Dice amount to 3d2.

• Parent Estrangement:	Accepted	3 dice
• Parent Occupation:	Hunter	d2

Her Occupation Wealth Dice equal 2d2.

• Age Group:	Mature	2 dice
• Character Occupation:	Hunter	d2

Nolora receives the PC advantage, so her player rolls 4d2 (drop lowest): 1, 2, 2, 1; plus 3d2 (drop lowest): 1, 2, 1. This equals Wealth 8, giving her a *meagre* lifestyle (see table on next page). She's adequately fed and wears aged but sturdy clothing. Nolora lives in one of the lodges of her people, not unlike a fair-sized cottage.

Possessions: with a Wealth of 8, Nolora has 800d for gear. Nolora's player selects a fine knife (12d, +1 WQ—see page 88 Masterwork Successes table); a high-quality short sword (192d, +1 WQ); a stout 125-pull long bow (126d, +1 WQ—page 71); and a dozen arrows (15d). She combines heavy clothing under a quilted surcoat (478d), leaving her slightly encumbered but well protected against the elements.

Coins: her possessions come to 823d, so Nolora makes up the 23d overage from the 80d in coins. This leaves 57d, which are saved to spend on exigencies in the initial scenario.

STANDING

WEALTH	SOCIAL EXAMPLES	LIFESTYLE	HOUSING STRUCTURE	FOOD	CLOTHING	LODGING	QUALITY
0–1	Slave / Serf / Beggar	Poor	Homeless/Slum	Malnourished	Ragged	2f	·
2–4	Unfree		Hovel			1d	★
5–6	Urban poor	Meagre	Modest room/small cottage	Adequate	Drab	2d	★★
7–9	Free / Soldier		Modest apartment			3d	★★★
10–12	Guilded / Commander	Comfortable	Modest town house or large cottage	Ample	Nice	4d	·
13–16	Guild Syndic					5d	★★★★
17–19	Gentry					6d	·
20–29	Knight Bachelor	Affluent	Exclusive town house or small manor house.	Abundant	Striking	7d	★★★★★
30–39	Constable					10d	·
40–49	Wealthy Noble					15d	·
50–74	Enfeoffed Knight	Ostentatious	Large manor house	Decadent	Lavish	20d	·
75–99	Baron		Keep & town house			25d	·
100–149	Earl		Castle & town house			35d	·

Wealth: the score resulting from the sum of Family Wealth Dice and Occupation Wealth Dice. At character generation, Wealth translates into possessions and coins (page 51). Once the game begins, characters freely maintain the Lifestyle (below) associated with their score. Furthermore, each month, they acquire an additional number of silver pennies based upon the roll of a number of the occupation's Wealth Dice (see Income, page 414). Should characters gain, and maintain for at least one year, a different steady occupation, they generate a new Lifestyle derived from the roll of four Wealth Dice associated with the new occupation (GMs may modify the number of WD rolled to reflect special circumstances and character skill).

Social Examples: the folk who typically attain the given Wealth. Note that wealth is distinct from status, so that certain people of high position still retain much of their social advantage over their 'lessers' even if they are poorer than most of their own class.

Lifestyle: the general description of the character's day-to-day lifestyle, further broken down into three sub-parts—housing, food, and clothing.

Housing Structure: the kind and quality of home resided in. See CHAPTER 4: POSSESSIONS for more details (page 124).

Food: the quality and quantity of nourishment attained on a regular basis.

Clothing: the material and quality of clothing worn. The urban poor wear sturdy buckram; more expensive materials include soft leather, linen, and silk. See CHAPTER 4: POSSESSIONS for how to adjust clothing prices to reflect a character's Wealth score (page 118).

Lodging: the cost in silver pennies (d) to obtain the equivalent housing and food while staying at an inn.

Quality: the rating between one and five stars of an inn. Characters may choose lodging up to two stars lower than a given inn's Quality but not higher. If prices at an inn are considered *low*, reduce the cost by one row for the same quality of lodging; if prices are *high*, increase cost by one row; if they are *very high*, increase cost by two rows. Some *very high* five-star inns might offer Lavish lodging (20d–35d per day).

STANDING EXAMPLE

Melrina is a Popular Young PC from a noble gentry family who practices the guilded occupation of Herald. The Family Wealth Dice amount to 4d6.

• Parent Estrangement:	Popular	4 dice
• Parent Occupation:	Noble (Gentry)	d6

The Occupation Wealth Dice equal 1d3.

• Age Group:	Young	1 die
• Character Occupation:	Herald	d3

One extra die is rolled for the PC in each group, with the lowest results dropped. The Family 5d6 rolls are 6, 4, 1, 5, 3 (18). The Occupation 2d3 are 1, 3 (3). The sum of the two equals **Wealth 21** (18 + 3), an *affluent* lifestyle. She has risen through occupational success to a level of wealth higher than even her own family's.

In addition to living in an exclusive town house with abundant food and striking clothing, Melrina begins the campaign with 210d in coins and has acquired other possessions worth 2100d.

The Mysteries

One way characters connect to *Kelestia* (the cosmic all) is through Fate, a concept astrologers specialise in studying and interpreting.

⑭ Record 5 starting Fate Points and the Fate Roll ML (sidebar).

Characters start with 5 Fate Points (FP). They lose them as a result of Fate Rolls, and gain them back through routine recovery and by participating in various divinatory practices. While FP may fluctuate throughout the campaign, they never go below 0. See page 276 in Chapter 6: The Mysteries for complete details.

After recording Fate Points, make note of any special rules for skills and abilities pertaining to the Arcane, Astral, or Divine Mysteries:

ARCANE MYSTERIES

The arcane mysteries involve the wielding of magic.

Alchemy: consult the Alchemy section (page 265) for rules concerning the creation of magic elixirs and for specific descriptions of each magic concoction. See Starting Elixirs (page 269 sidebar) to determine how many elixirs an alchemist has already made at character generation.

Arcane Talent: each Arcane Talent is its own skill. Review the general invocation rules (page 259) and then each Talent's specific description (pages 261–264).

Divination: the three divination skills each express unique applications. See Divination (page 275) and the respective section for each skill: Astrology (page 277), Runecraft (page 281), and Tarotry (page 285).

Shèk-Pvâr: characters with Pvarism ML require the most preparation—see the detailed steps on the next page.

ASTRAL MYSTERIES

Astral mysteries seek power from the spirit world.

Reverie: Ælrhin can enter trance-like states (page 308).

Trance: tribal shamans use the Trance skill to embark on astral journeys (page 290). While in the spirit world, they petition entities for subtle powers they can express back in the physical world. At the start of the game, shamans have just recently completed a successful astral journey—the player may select Spirit Powers whose levels do not exceed their character's Spirit Index (page 300).

DIVINE MYSTERIES

Divine mysteries explore the enigma of the gods.

Grace: the rare character possessing Grace has been selected by the gods for divine intervention (page 311). A character 'marked' for Grace does not yet possess it but is more likely to receive it during the game through their deeds. In either case, the player now selects one of twelve aspects (page 310) to be associated with its bestowal or mark.

Ritual: characters usually begin with Ritual ML in a single religion. The religions of the West Venarian Pantheon are presented as examples (page 321), as is the Cult of the Covenant (page 343). See also the special steps on page 55 to calculate the character's starting Blessing Bonus and Piety.

FATE ROLL ML

Here are the most common Fate Roll MLs, based on the PC's Aura (AUR) attribute score:

AUR	FATE ROLL	AUR	FATE ROLL
4–5	ML35	14–15	ML60
6–7	ML40	16–17	ML65
8–9	ML45	18–19	ML70
10–11	ML50	20–21	ML75
12–13	ML55	22–23	ML80

FATE & NPCS

While fate and destiny are a reality for all people in the game world, only player characters receive Fate Points as a game mechanic. It is assumed that the dice rolls a GM makes for an NPC already encompass the effect of fate in their numerical result.

NOLÓRA: FATE

Nolora begins with 5 Fate Points. With an Aura score 9, she has a Fate Roll ML45. Fate Points can help her escape an otherwise lethal wound or mitigate some other disaster. While not finite, FP are precious and not failproof—Nolora's ultimate destiny is unknown.

THE NATURE OF BEINGS

Players should have a general grasp of the terms used to describe how their characters fit into the larger reality of the game universe. The various folk, such as humans and Sinai, are considered a kind of living entity called a **being**. Beings have a **body** in the physical world connected to a **soul** in the spirit world.

Throughout most of a being's life, a **personality** inhabits the body in the physical world. Personality consists of the six mental attributes, the skills derived from these mental attributes, and the various traits, such as morality and psyche. The body inhabited by this personality consists of a **physique**—the six physical attributes and skills, and the various appearance traits, such as eye colour and height. Physique also includes the special characteristics like movement style (walking, flying, swimming) and scent ability.

While inhabiting the body in this way, the being's **perspective** is in the physical world; and the soul is **dormant** in the spirit world, a state akin to spiritual 'unconsciousness'. Even while dormant, the soul is anchored to the body through the Aura attribute, extending beyond the body by about a foot. Certain esoteric measures enable beings briefly to transfer their personality from the body in the physical world to their active soul in the spirit world, thus switching perspective to the **astralscape**.

AGE GROUP	ARCANE RESEARCH POINTS
Young	Pvârism ML × 0.25
Mature/Kúzhai	Pvârism ML × 0.5
Old/Sinái	Pvârism ML

SPELL SELECTION EXAMPLE

A mature Savoryan mage with Pvarism ML84 receives 42 ARP (84 × 0.5 = 42). These are used to select known spells, although most Pvarists also freely receive three Neutral spells (step 7). The SPELL RESEARCH CAPABILITY *table on page 205 says that with at least Pvarism ML80 a mage may select Primary, Secondary, Tertiary, and Neutral spells. The home chantry is three-star Xerium in Hepekeria.*

Harmony *(Savorya I; Primary): selected for 1 ARP (CL1 + CD0).*

Beam *(Lyahvi IV; Secondary): selected for 5 ARP (CL4 + CD1).*

Animus *(Fyvria V; Tertiary) selected for 9 ARP (CL5 + CD3 + 1). The extra ARP is due to the three-star Savorya home chantry being one star less than the optimal four-star chantry for learning Tertiary spells (Chantry Resources, page 205).*

These three spells cost 15 ARP, leaving only 27 ARP to spend on other spells or artefacts. Spells beyond the Primary convocation of even mid-range complexity are relatively expensive for all mages save the eldest of great skill.

ARTEFACT EXAMPLE

The first artefact created by most Shek-Pvar is an elemental focus. *It grants a bonus to Casting Rolls in the Primary and Secondary Convocations. Here are the procedures and ARP costs involved in creating a minor artefact focus:*

- *The mage selects an elemental object (step 1, right). For instance, Savorya objects are usually related to and placed near the mind's eye (headband or turban) or the heart (pendant).*
- *The mage spends 5 ARP to acquire the Focus spell (page 252).*
- *The mage spends 6 ARP to acquire the Vessel spell (page 255).*
- *The mage then spends 1 ARP to enchant a casting Success (S) into the object, making it an elemental focus. The mage can instead spend 10 ARP to enchant it with a casting Critical Success (CS). See the Focus entry to calculate the resulting bonuses.*
- *The mage crafts the artefact in consort to give it a Permanent duration so that it cannot be dispelled. The final, total ARP spent is 12 (casting Success version) or 21 (casting Critical Success version).*

Shèk-Pvâr Characters

To finish generating a Shek-Pvar character, review the Shek-Pvar section on page 195 of Chapter 6, and then complete these eight steps.

[1] Convocation Affinity: select the mage's Primary Convocation and the resulting Secondary, Tertiary, and Diametric Convocations (page 195). The mage starts with an attuned elemental object (page 201 sidebar).

[2] Home Chantry: determine the mage's home Shek-Pvar chantry (page 197), noting its Star Quality (1 to 5). Chantries vary by Primary Convocation and will likely be close to the character's birth realm.

[3] Convocation Mastery Levels: calculate a Convocation ML for each of the six elemental Convocations and for Neutral (page 198).

[4] Guild Rank: determine the mage's rank in the Shek-Pvar (page 199). This is a function of age, Pvarism ML, and even politics—the GM helps determine the character's ultimate rank. Young mages are usually senior apprentices (*Satia Mavar*); Mature mages, journeymen (*Shenava*); and Old veteran journeymen or masters (*Viran*).

[5] Spell Research Capability: determine the Convocations the mage may study, either assisted or unassisted. This is called Spell Research Capability, a function of Pvarism ML (page 205).

[6] Arcane Research Points: calculate Arcane Research Points (ARP) according to the mage's Age Group and Pvarism ML (sidebar). Players spend ARP in steps 7 and 8. Once character generation ends, ARP are ignored; later arcane research follows the rules on page 205.

[7] Spells: all Shek-Pvar with at least Pvarism ML40 automatically know the spells Detect (Neutral I), Reveal (Neutral II), and Dispel (Neutral II). Spend the ARP calculated in step 6 to acquire additional known spells. The cost in ARP equals the spell's Difficulty (page 200 sidebar); calculate each spell's Mastery Level as shown there, too.

Chantry: the home chantry's Resources might modify ARP cost for spells requiring assisted research (page 205).

Natural Attunement: if the mage has Natural Attunement (page 262), halve the ARP cost of Primary Convocation spells (retain fractions).

Dimension Spells: these are more difficult to learn (page 249 sidebar).

[8] Artefacts: a minor artefact holds one enchantment; a major artefact holds two or more enchantments—see page 256 and page 257 for a complete explanation of artefact creation. The mage can spend ARP in the following manner to have already constructed artefacts:

Artefact Creation Spells: the mage spends 6 ARP to know Vessel (Neutral IV), the spell required to construct artefacts (page 255). To construct major artefacts, the mage must also know False Soul (5 ARP), Investment (7 ARP), or Personality (8 ARP).

Enchantments: mages must know the spell or spells that will be enchanted in each artefact. These will have been acquired in step 7.

For 1 ARP, mages create a minor artefact as if all Casting Rolls were a Success (S). For 10 ARP, they create one as if all Casting Rolls were a Critical Success (CS). Double these amounts if it is a major artefact (2 ARP or 20 ARP). Repeat these expenditures for each separate artefact.

For character generation purposes, all artefacts have been crafted in consort (page 256, step 1). This allows them to have either an Indefinite or a Permanent duration, as chosen by the mage.

Religion and Priest Characters

Characters establish their status in the church pertaining to one of their Ritual skills, usually their highest ML or the one giving them the highest Piety (below). See the sidebar for considerations pertaining to Priests.

CHURCH STATUS

Characters with Ritual ML are called *Followers* in the corresponding religion, most often as *laity* (see Church Hierarchy, page 315). Followers can be in a sponsored *fighting order* if they have at least Melee and Initiative ML50 and Ritual ML20. Those with Priest, tribal Invoker, or Shaman occupations and at least Ritual ML20 may be *clergy*.

FOLLOWER TYPE	RITUAL ML	CIRCLE	CEREMONY
Laity	1+	·	Low
Fighting Order	20–39	I	Low or Mid
	40+	II	Low or Mid
Clergy	20–29	I	Low
	30–59	II	Low or Mid
	60+	III	High

Ritual ML: the Follower's Ritual ML in the religion.

Circle: the Circle of Command attained during character generation according to Follower type and Ritual ML. The religions of the Western Venarian pantheon are described starting on page 321; the Cult of the Covenant, page 343. There review the religion's Church Hierarchy table for special rules concerning circles and offices. If the religion includes offices, assume characters have attained one available at their Circle or one lower, as the player wishes, and the GM approves.

Ceremony: the highest-level ceremony the Follower may attend. Most religions have only Low and High ceremonies (but Agrik has a Mid).

OTHER RELIGIOUS CHARACTERISTICS

Compute the following characteristics associated with the Divine Mysteries. See the page 319 sidebar for an additional summary.

Blessing Bonus: Followers begin with a Blessing Bonus equal to Ritual Index + 1 (Ritual Index equals ritual ML divided by 10, rounded down). The bonus lasts until the date of the next related ceremony (page 316).

Piety: Followers start with a maximum Piety equal to Circle + 1. Spent Piety can be restored to maximum by attending ceremonies.

Doctrinal Subjects: the Blessing Bonus modifies the tests of a number of Doctrinal skills or rolls—called *Subjects*—equal to *maximum Piety*. Subjects are listed in the Doctrine section in the first page sidebar of the religion's description in Chapter 6: Mysteries, starting on page 323. For the Cult of the Covenant pantheon, see page 343.

Doctrinal Subjects are divided by Ceremony Level (Low, Mid, or High). Followers may select the Subjects from among those accorded to the highest ceremony level they may attend, and from any of those of a lower level. See the two Church Status examples in the sidebar.

Morality: each religion expresses an orthodox range of Morality (MOR) scores. For each point a character's MOR diverges from the closest end of this range, reduce *maximum Piety* by 1 (down to a minimum 0). For instance, the Laranian faith has an orthodox range from MOR8 to MOR18. Laranian Followers with MOR7 reduce maximum Piety by 1; those with MOR5 reduce maximum Piety by 3.

PRIEST OCCUPATION

Characters must have the Ritual skill on their chosen Occupation's table to be clergy members in one selected religion. They determine Blessing Bonus, Piety, and Doctrinal Rolls just like other Followers. Consider these other circumstances that might affect how clergy function as PCs, with particular reference to the West Venarian pantheon.

High Circle: clergy of Circle IV and above are usually limited in their actions beyond the duties of the office they hold—this often includes a near-literal restriction to a temple edifice. The religions of Ilvir and Siem are exceptions, as even high-Circle priests remain independent, even itinerant, by definition.

Low Circle: acolyte clergy are usually as limited in actions as are high-Circle clergy, often similarly restricted to a temple's location.

Mid Circle: clergy of Circles II and III usually have the greatest breadth of action outside the social and physical confines of a church. Many religions include *mendicants*—Agrik Circle III, Ilvir Circle III, Morgath Circle II, Peoni Circle III—and these provide the greatest opportunity for independent action.

Temple Priests of some religions manifest a similar freedom—Sarajin (including skalds); Naveh Circle III—but most Circle III offices belong to a somewhat restrictive hierarchy, beholden to direct orders and ordained missions for actions beyond the church confines. This holds even more so for members of fighting orders, of all ranks and offices.

Cult of the Covenant: this pantheon is unique in that it technically harbours no laity—all Emhle are considered clergy. However, worship is very informal, and offices are rare.

CHURCH STATUS EXAMPLE ONE

A character with Peoni Ritual ML12 and Morality 14 is a member of the laity and begins with maximum Piety 1 (no Circle plus one). The player applies the resulting +2 Blessing Bonus to the tests of one Doctrine Subject—Physical Recovery Rolls is selected from among three possible subjects (see Doctrine, page 335). This bonus modifies various recovery rolls to physical injury and ailments.

CHURCH STATUS EXAMPLE TWO

A character with Halea Ritual ML65 and Morality 12 has the Priest occupation and is a member of the clergy. She is Circle III and begins with maximum Piety 4 (Circle III plus one). The resulting +7 Blessing Bonus (Ritual Index 6 + 1) is applied to the tests of four Doctrinal skills, selected from among both the Low and High Ceremonies (see Doctrine, page 325). She chooses Charm, Musician, Intrigue, and Physician.

COMBAT DATA

As the last step of character generation, record these eight pieces of Combat Data and, optionally, notes on the back of the character sheets.

① COMBAT SKILLS

Record Initiative, Awareness, Dodge, and Shock ML. Evasion is Effective Dodge Index ×5 (page 79).

② WEAPONS

Enter data for melee weapons (pages 97–106) and missile weapons (pages 107–110).

③ ARMOUR & CLOTHING

List the character's armour suit (page 112); or the individual armour articles (page 117). Note the suit or articles' unmodified Encumbrance (ENC).

④ ARMOUR VALUES

Record in all locations the totalled armour values (AV) from all articles worn (page 111). Each of the four aspects (B·E·P·F) has its own AV.

⑤ HEALING BASE

The ability to recuperate from physical trauma, Healing Base (HB) equals the average of Endurance and Will—round up if END is greater than WIL (page 177).

⑥ ENCUMBRANCE

A character's final Encumbrance (ENC) equals the unmodified ENC of the armour (see number 3); plus ENC from gear (page 122), adjusted by the modifier derived from Strength (page 112).

⑦ MOVE

Human-sized folk (including Ælrhin, Nadai, and Malakta) have a base Move 50; Kuzhai have a base Move 30. Add to this a modifier derived from the average of Agility and Strength—round up if AGL is greater than STR:

AVG	MODIFIER
4–5	–15
6–7	–10
8–9	–5
10–11	0
12–13	+5

AVG	MODIFIER
14–15	+10
16–17	+15
18–19	+20
20–21	+25
22–23	+30

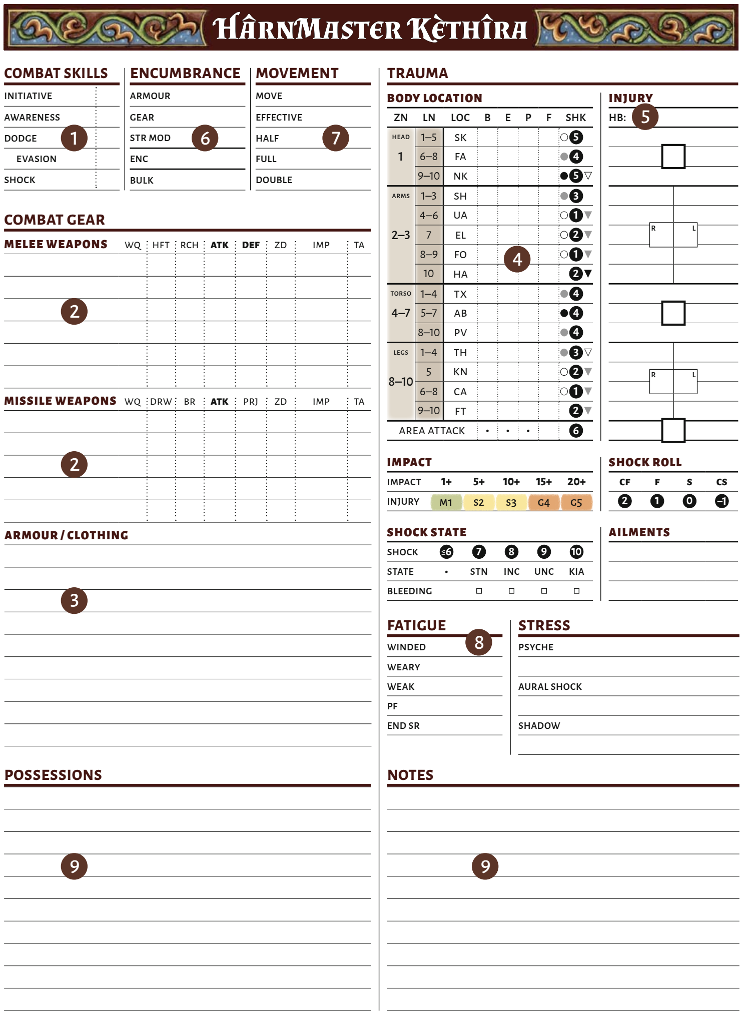
Encumbrance, Fatigue, and Impairment reduce Move. This effective Move is how many feet the character covers with the Move action. Some actions allow for half or double Move (page 160). See further Move Calculation Option (right).

⑧ PERSONAL FATIGUE

How much fatigue a character accrues over a given period of exertion is called Personal Fatigue (PF). It equals *effective* ENC + 5. END SR equals Endurance Index (one-tenth of END ML, rounded down).

⑨ POSSESSIONS & NOTES

Use these areas to record miscellaneous information, such as other possessions and gear, mount characteristics, known spells and other esoterica, or background details.



HÂRNMASTER KÈTHÎRA

COMBAT SKILLS

INITIATIVE
AWARENESS
DODGE ①
EVASION
SHOCK

ENCUMBRANCE

ARMOUR
GEAR
STR MOD ⑥
ENC
BULK

MOVEMENT

MOVE
EFFECTIVE
HALF ⑦
FULL
DOUBLE

COMBAT GEAR

MELEE WEAPONS	WQ	HFT	RCH	ATK	DEF	ZD	IMP	TA
②								

MISSILE WEAPONS	WQ	DRW	BR	ATK	PRJ	ZD	IMP	TA
②								

ARMOUR / CLOTHING

③

TRAUMA

BODY LOCATION ④

ZN	LN	LOC	B	E	P	F	SHK
HEAD 1	1–5	SK					○❺
	6–8	FA					●❹
	9–10	NK					●❺▽
ARMS 2–3	1–3	SH					●❸
	4–6	UA					○❶▼
	7	EL					○❷▼
	8–9	FO					○❶▼
	10	HA					❷▼
TORSO 4–7	1–4	TX					●❹
	5–7	AB					●❹
	8–10	PV					●❹
LEGS 8–10	1–4	TH					●❸▽
	5	KN					○❷▼
	6–8	CA					○❶▼
	9–10	FT					❷▼
AREA ATTACK			•	•	•		❻

INJURY

HB: ⑤

R L
R L

IMPACT

IMPACT	1+	5+	10+	15+	20+
INJURY	M1	S2	S3	G4	G5

SHOCK ROLL

CF	F	S	CS
❷	❶	⓿	-❶

SHOCK STATE

SHOCK	≤6	7	8	9	10
STATE	•	STN	INC	UNC	KIA
BLEEDING		☐	☐	☐	☐

AILMENTS

FATIGUE ⑧

WINDED
WEARY
WEAK
PF
END SR

STRESS

PSYCHE
AURAL SHOCK
SHADOW

POSSESSIONS

⑨

NOTES

⑨

MOVE CALCULATION OPTION

Appendix III presents the option to generate the specific height and weight of characters (page 427). The results are divided into ranges, providing descriptive traits that would more likely be used in-world, such as *short* or *tall* height; or *light* or *heavy* frame.

As an alternate approach to calculating Move that accounts for such build traits, add to a base 50 for any Folk the two modifiers derived below from the character's *height* and *frame* traits. Then further modify for Agility and Strength, as usual (step 8, left).

HEIGHT TRAIT	MOD
Small	–10
Short	–5
Average	0
Tall	+5
Great	+10

FRAME TRAIT	MOD
Scant	+10
Light	+5
Medium	0
Heavy	–5
Massive	–10

A Kuzhai with AGL 9 and STR 15 generates a small height (–10 penalty) and a massive frame (–10 penalty). This results in a base Move 30 (50 – 10 – 10). Accounting for AGL and STR (+5 bonus) raises Move to 35.

ADVICE & OPTIONS: CHARACTER

This section gives advice and options for character generation.

APPENDIX III: CHARACTER DETAIL

Appendix III: Character Detail provides more characteristics to consider: *appearance* (hair and eye colour, height and weight); *handedness* (left, right, or both); and *story* (family size and number of siblings; marriage status). Players can randomly determine these features or just choose them (page 427).

Players may wish to flesh out their character's past even more to include motives, formative events, influences, and contacts. Other players may prefer to leave some elements yet answered, considering them only as the game unfolds. The GM might also assign information or suggest features about the characters that pertain to the milieu of the impending campaign.

ATTRIBUTES SCORE TOTAL OPTION

Although HârnMaster encourages players to modify or switch freely their characters' Attribute scores, gaming groups can also consider the following quantifiable option.

- The sums of each group of six Physical and Mental Attributes generated with a *4d6* array ***must equal at least 73***. If not, the player increases the group of six attributes in any manner so that their total scores equal 73. Make this calculation and adjustment independently for Physical and Mental scores.
- For Physical Attributes generated with *5d6*, the minimum sum is ***80***; for those using a *3d6* array, the minimum is ***63***.

SUBATTRIBUTES

Players may wish to roll three separate Perception attributes—Eyesight (EYE), Hearing (HRG), and Smell (SML). When doing so, consult the special Skill Groups table to the right when calculating Skill Bases (this replaces the table on page 46).

Awareness Skill is now divided into three subskills—Awareness (sight), Awareness (sound), and Awareness (odour). Their Mastery Levels improve using a *single* Skill Multiple but according to their *own* Skill Base. Characters may test one of the Olfactory [o] skills (Alchemy, Brewing, Cookery, Embalming, Herblore, or Perfumery) if the odour in question specifically pertains to it. For more discussion, see Senses in Advice & Options, Chapter 3: Skills (page 93).

Creatures in the Bestiary chapter are still listed with a unified Perception score. Moreover, their given Scent Index (SNT) remains unchanged and still plays its dominant role in adjudicating encounters with most animals (page 353).

Touch was an attribute in the previous edition that measured skin sensitivity to pressure, texture, heat, and cold; now, DEX includes such perception. However, gamers could divide DEX into Deftness (DFT) and Touch (TCH), similarly to the Perception subattributes. While the optional table to the right does not reflect this division, a simple solution would be to trade out all instances of DEX in the Craft Group for TCH (the more delicate or fine uses of the hands); and use DFT in all the remaining SB where DEX appears (the more athletic applications).

If combining these subattribute options with the Attributes Score Total Option, average EYE/HRG/SML or DFT/TCH into a single number for determining the totals. Players may then distribute any received increases to specific, new subattributes.

SKILL GROUPS: PERCEPTION ATTRIBUTES OPTION

LORE	SB	SM
Brewing [o]	SML · REA	0
Cookery [o]	SML · REA	2
Embalming [o]	REA · SML	0
Engineering	REA · CRE	0
Folklore	REA · WIL	1
Heraldry	REA · WIL	0
Law	REA · WIL	0
Mathematics	REA · CRE	0
Mercantilism	REA · EYE	0
Perfumery [o]	SML · REA	0
Physician	REA · EYE	1
Ritual	WIL · REA	0
Script	REA · EYE	0
Shipwright	REA · CRE	0

SOCIAL	SB	SM
Charm	CML · EMP	3
Command	WIL · ELO	2
Discourse	REA · ELO	2
Guile	EMP · CRE	3
Intrigue	EMP · REA	3
Language	ELO · REA	0
Singing	VOI · CRE	3
Theatrics	CRE · ELO	1

NATURE	SB	SM
Agriculture	EYE · WIL	0
Animalcraft	EMP · WIL	0
Fishing	EYE · WIL	0
Herblore [o]	SML · REA	0
Mineralogy	EYE · REA	0
Piloting	REA · EYE	0
Seamanship	WIL · EYE	0
Survival	WIL · REA	1
Timbercraft	EYE · REA	0
Tracking	REA · EYE	0

AGL	Agility	EYE	Eyesight
AUR	Aura	HRG	Hearing
CML	Comeliness	REA	Reasoning
CRE	Creativity	SML	Smell
DEX	Dexterity	STR	Strength
ELO	Eloquence	VOI	Voice
EMP	Empathy	WIL	Will
END	Endurance	[o]	Olfactory Skill

MASTERY BOOST			
≤39	+10	60–69	+6
40–44	+9	70–79	+5
45–49	+8	80–99	+4
50–59	+7	≥100	+3

PHYSICAL	SB	SM
Acrobatics	AGL · END	0
Awareness		3
SIGHT	EYE · WIL	
SOUND	HRG · WIL	
ODOUR	SML · WIL	
Climbing	AGL · DEX	3
Dancing	AGL · CRE	2
Jumping	AGL · STR	3
Legerdemain	DEX · EYE	0
Riding	EMP · AGL	1
Stealth	AGL · WIL	3
Swimming	AGL · END	1

COMBAT	SB	SM
Archery	EYE · DEX	1
Initiative	WIL · REA	3
SHOCK	STR · END	
Melee	DEX · AGL	2
DODGE	AGL · EYE	
Slings	DEX · EYE	0
Throwing	DEX · EYE	2

CRAFT	SB	SM
Ceramics	DEX · EYE	0
Drawing	DEX · CRE	1
Fletching	DEX · EYE	0
Glassworking	EYE · DEX	0
Hideworking	DEX · EYE	0
Jewelcraft	EYE · DEX	0
Lockcraft	DEX · EYE	0
Masonry	DEX · STR	0
Metalcraft	DEX · STR	0
Milling	EYE · STR	0
Musician	HRG · CRE	0
Textilecraft	DEX · EYE	0
Weaponcraft	DEX · STR	0
Woodworking	DEX · STR	0

ESOTERICA	SB	SM
Alchemy [o]	AUR · SML	0
Astrology	AUR · EMP	0
Pvârism	AUR · REA	0
Runecraft	AUR · EMP	0
Summoning	AUR · ELO	0
Talent	AUR · WIL	0
Spirit	AUR · WIL	3
Tarotry	AUR · EMP	0
Trance	AUR · CRE	0

CHAPTER 3

Skills

A FEW PACES BEHIND THE CART, Alun walks at the edge of the track, not always careful to avoid a sudden slip into the wheel-cut ruts of the hardened mud. Kora could never tell if her brother was tired or bored or sad—probably sad. On foot herself, leading in front, she turns to click assurance to Ota, their draught horse, and tries to get a look at Alun's eyes. But he is looking down, frowning, as he trudges along with his cloak wrapped tightly around his arms.

The tall hedgerows on either side of the road mean they are nearing Lasomer, now passing through its peripheral fields. Before turning away from Alun, Kora spots, beyond the hedges, two farmers in the distant field abruptly abandoning their ox-driven plough. A third briefly stays behind, trying to unhitch it, but soon flees himself. They run in the same direction as she and Alun, at a closing angle, stumbling now and again as they dart over the earthen ridges in the field.

Kora looks down the track ahead. The smell of smoke reaches her before she sees it—a belching plume that rises above the treeline. To her left, a woman in the distinct green spring robes of a Peonian priestess suddenly appears through a gate in the hedge. With trembling hands raised to her face, she blurts out in a sobbing panic 'They're back!', then spins around and runs.

Kora stops Ota and goes to the back of the cart. She sets a stack of pots on the ground, hauls out a long blanketed bundle, and removes from it a war sword; her grip easily turns its heavy blade. Alun looks at her emptily, opens his cloak, and draws out a bowstring he keeps coiled up a sleeve.

SKILL SYSTEM

The breadth and depth of the ability to do things in the world is measured in large part by the skills characters develop. While social class and raw talent might create limitations, characters may theoretically acquire any skill during either the initial generation or the unfolding campaign. They may focus on improving a narrow range of skills within a specific pursuit or instead choose to acquire a wider range across disparate vocations.

SKILL GROUP

All skills belong to one of seven Skill Groups—six mundane (Combat, Craft, Lore, Nature, Physical, Social) and one special (Esoterica). Each mundane Skill Group carries a sunsign modifier between −15 and +15, as determined during character generation.

Sunsign modifiers affect the Fate Roll ML of mundane skills (page 276). While skills of the Esoterica group never receive the benefit of Fate Rolls, the character's sunsign does affect various arcane tasks, such as spellcasting, astromantic readings, and the preparation of magic elixirs, as explained in Chapter 6: The Mysteries.

MASTERY LEVEL

Mastery Level (ML) measures a character's ability in an attribute or skill. It is rated between 0 and 100 (or higher).

Maximum Mastery: the maximum ML characters may attain in a skill equals seven times its Skill Base (SB × 7).

STAR RATING

Professional competence is often expressed on a 0–5 star scale. Many publications already list the ratings of NPCs, but they may also be determined randomly:

D100	STAR RATING	ML	RANDOM ML	COMPETENCE
01–10	zero	≤ 49	1d20+29	Inept
11–30	★	50–59	1d10+49	Novice
31–60	★★	60–69	1d10+59	Aspirant
61–85	★★★	70–79	1d10+69	Professional
86–95	★★★★	80–89	1d10+79	Expert
96–00	★★★★★	90+	1d10+89	Paragon

INDEX

The Index of a Mastery Level equals one tenth its ML (rounded down). Index is used in several rules, most prominently in Success Value tests (page 61) and applications of Secondary Mastery (page 62).

Examples*: Mastery Level 87 has an Index of 8; ML25 has Index 2; and ML102 has Index 10.*

SUCCESS TEST

Actions taken by a character that involve uncertainty require a Success test. Often noted simply as a 'test', it resolves a discrete endeavour that is completed quickly—such as striking a foe, casting a spell, or recalling lore.

SUCCESS LEVEL

To make a test, roll d100. A result less than or equal to ML is a success; a result greater is a failure. A roll where the units (second) number is a 5 or 0 is a critical. Thus, a roll of 73 against ML70 is a failure; but a roll of 75 is a critical failure. This gives four possible success levels:

SUCCESS LEVELS	
CF	**CRITICAL FAILURE**: task fails very badly.
F	**FAILURE**: task fails.
S	**SUCCESS**: task succeeds.
CS	**CRITICAL SUCCESS**: task succeeds especially well.

Split CF: sometimes the same Critical Failure indicates two different results—one when the die roll ends in a zero (CF0) and one when the die roll ends in a five (CF5).

F/S: some tests measure just failure (CF/F) or success (S/CS). Combat Mishaps (page 161 sidebar) are an example.

EFFECTIVE MASTERY LEVEL

Bonuses or penalties can modify the chance of a test. After accounting for all adjustments, the result is called the Effective Mastery Level (EML). Regardless of actual modifiers, most tests have a minimum EML05 and a maximum EML95. This allows for some chance of failure and success—the rules will note the exceptions. The GM can also deem certain tests in extreme situations as automatically failing or succeeding, even critically so.

Assistance: characters making a test can receive assistance from others who have *at least half the ML of the tester*.

- Assistants contribute a bonus equal to their own Index to the tester's EML.
- A tester can receive no more than a total +10 bonus from assistance, no matter how many assistants.
- There might be a physical limit to how many assistants can help (for instance one or two during surgery).
- Some tasks might not plausibly allow for assistance (physically helping someone shoot a bow).

Example*: a character with Tracking ML72 makes a test. Two others with Tracking ML43 and ML16 offer assistance. The first lends a +4 bonus to the test (now EML76). The second cannot effectively help because ML16 is less than half the tester's ML72.*

Opposed Success Test

Sometimes characters make tests against one another—Stealth versus Awareness; Melee versus Dodge; Eloquence versus Eloquence. In such an Opposed test, the two parties make their Success tests simultaneously, and the character who *succeeds* (S or CS) and also achieves the highest success level is the victor.

(LOWEST) **CF** < **F** < **S** < **CS** (HIGHEST)

Victory Stars

Some actions call for a determination of *how far* the victor's success level exceeds the loser's. Each difference in success level equals one step of victory, also called one victory star. If both testers fail (F or CF), then usually no one gets victory stars. Unopposed tests can also earn stars—usually one (S) or two (CS). Exceptions in all cases are noted.

When a rule increases or decreases success level, there is no limit to the calculated victory margin. So, a Success (S) against a Critical Failure (CF) equals a two-star victory. If the second test suffers a –1 to success level from some condition, the victory increases to three stars (S versus CF – 1). There is still no qualified difference between a CF and a CF – 1, just the quantified effect of increasing stars. Unopposed tests similarly have no victory star limit.

Ties: a tie in an opposed test is often a perfectly acceptable outcome—there is no victor (zero stars). It simply signifies no advantage to either party.

Tiebreaks: some rules require tied Successes or Critical Successes to be broken. In such tiebreaks, a one-star victory goes to the character who rolled a higher number on the d100 used in the opposed test. If the literal rolls were the same, then the victor is whoever has the higher ML—or whoever rolls a higher d10 if even ML are equal.

***Tiebreak Example**: in an Opposed test, Nolora has EML42 and rolls 32 (S). Faldrik has EML74 and rolls 61 (S). If this opposed tied needs to be broken, Faldrik receives a one-star victory because his d100 roll of 61 is higher than Nolora's 32.*

SPECIAL TESTS

Sometimes a d100 test is made against a 1–100 Mastery Level which is technically not a skill, such as in Attribute tests. Attributes have an ML equal to five times their score. They also have an Index, may generate Success Levels and Success Values, and may be used in Opposed tests, just like skills.

The Healing Roll (page 181) is another special d100 test, where the Mastery Level is equal to the character's Healing Base (HB) multiplied by the Healing Rate (HR) generated from treatment (2 to 6).

Success Value Test

Characters often undertake ventures that require repeated, long-term skill use, such as crafting or sailing. While it requires concentration (page 182), instead of making dozens of tests throughout the process, the task is resolved with one Success Value (SV) test.

Success Value tests not only expedite game-play but also produce more realistic in-world results. During such long jobs, the extremes of any one roll (CF or CS) would likely be offset by all the other theoretical rolls. An SV test reflects more strongly the proficiency of the tester and is not as 'all-or-nothing' as a Success test.

To make an SV test, follow these four steps:

[1] Index: note the Index of the tested skill. This equals Mastery Level divided by ten (rounded down).

[2] Modifier: make a Success test that includes any bonuses or penalties, as usual. The resulting success level produces a modifier between –2 and +1:

CF: –2	**F**: –1	**S**: 0	**CS**: +1

[3] Success Value: the sum of the Index (step 1) and the Modifier (step 2) equals the Success Value (SV). Some skill tasks further modify this SV result and uniquely interpret its effect, as explained in their specific entries. Otherwise, the following standard table can be used:

SV	STANDARD SUCCESS VALUE TEST
≤ 0	**NO VALUE**: test fails to produce a usable result.
1–2	**LITTLE VALUE**: test produces a limited or flawed result.
3–4	**BASE VALUE**: test produces an average result.
5 ★1	**BONUS VALUE**: test produces a one-star superior result.
6 ★2	**BONUS VALUE**: test produces a two-star superior result.
7 ★3	**BONUS VALUE**: test produces a three-star superior result.
8 ★4	**BONUS VALUE**: test produces a four-star superior result.
9+ ★5	**BONUS VALUE**: test produces a five-star superior result.

[4] Critical Failure: whatever the resulting SV in step 3, rolling a CF on the Success test in step 2 can have independent, negative consequences. This varies according to the skill in question and will be noted underneath each SUCCESS VALUE TEST table.

***Success Value Test Example**: a character crafting a sword makes an SV test of Weaponcraft ML71. The skill has* Index 7 *(step 1). Various modifiers give a total –10 penalty, so the test is against EML61. The dice roll is 40 (CS), which grants* +1 modifier *(step 2) for a final* SV8 *(step 3). As noted in the Weaponcraft entry, such a four-star result gives the crafter a chance to have produced a masterwork weapon, although the quality of the workshop plays a large role in the weapon's ultimate value (page 88).*

See Advice & Options (page 93) for discussion on the effect of workshops, and how SV tests can measure the quality of even brief, single actions (such as jumping).

SECONDARY MASTERY

Characters only ever test one primary Mastery Level (ML) at a time. However, occasionally, other skills and attributes can indirectly affect the test. Such Secondary Mastery manifests as either a *Secondary Modifier* or a *Secondary Roll*.

Secondary Modifier

A separate skill or attribute can lend a bonus or penalty to the EML of a Success test. Such a Secondary Modifier is derived from the Index of the secondary skill or attribute:

INDEX	MODIFIER	INDEX	MODIFIER
0	–25	6	+5
1	–20	7	+10
2	–15	8	+15
3	–10	9	+20
4	–5	10	+25
5	0	*per Index beyond*	+5

Example*: a character tests Command ML48 to keep an ally from fleeing a battle. This Rally Roll requires characters to include the Secondary Modifier of their Initiative skill, an indicator of combat experience. The character has an Initiative ML72 (Index 7), which gives a +10 bonus and raises the Command EML to 58.*

A Success test might rarely call for more than one Secondary Modifier. In this instance, the sum of all Secondary Modifiers applies to the EML of the test. The tested skill is displayed first, followed by Secondary Modifier skills and attributes in parentheses:

Alchemy (Herblore · Mineralogy)

In this example, Alchemy establishes the ML of the Success test, with the Secondary Modifiers of both Herblore and Mineralogy affecting Alchemy EML.

In a Success Value test, the SV is based upon the Index of the primary skill's ML, not EML. Secondary Modifiers directly affect the EML, not the SV (see Example, right).

Secondary Roll

A separate skill or attribute can also lend its Index as the Target Number (TN) in a Secondary Roll (SR). An SR is a *d10 roll* that generates either Success (the roll is less than or equal to TN) or Failure (greater than TN). There are no 'critical' results. If modified, a TN has no minimum or maximum, so TN0 or less is always a failure, and TN10 or more is always a success.

A Secondary Roll is made alongside a Success or Success Value test. The effect varies by situation: for instance, a successful Endurance SR reduces fatigue accrual by five as part of a Climbing SV test (page 67); a successful SR that accompanies many crafting routines often improves the resulting Success Value by one.

Example*: preparing an elixir (page 268) is an Alchemy SV test with both Herblore and Mineralogy Secondary Modifiers, and a Mathematics Secondary Roll:*

Alchemy SV (Herblore · Mineralogy · Mathematics SR)

If a character has Alchemy ML82, Herblore ML43, Mineralogy ML54, and Mathematics ML35, then the Success test is against EML77 (ML82 – 5 from Herblore + 0 from Mineralogy); with a Secondary Roll TN3 from Mathematics Index. Notice that the base SV8 is derived from Alchemy ML82, not the EML77. The items within parentheses indicate Secondary Rolls if followed by SR, otherwise, they are Secondary Modifiers.

Secondary Mastery Requirement

Secondary Mastery is called for sparingly. It most often occurs in long-term craft or research actions, where the effect of several ancillary skills and attributes is folded into a dramatic throw of d100 and d10 at the same time.

If a character does not have Mastery Level in a skill called for as a Secondary *Modifier* in a test, then the test may *not* be made, regardless of whether the character has ML in the primary skill. Secondary Modifiers in a test are integral to the endeavour itself, not extra or optional.

This is not the case for Secondary *Rolls*. The primary Success test *may* be attempted even without mastery in a skill that is called for as a Secondary Roll—but consider the SR a failure should that determination be required.

PROXY SECONDARY MODIFIER

Sometimes one character may provide the Secondary Modifier used in a test made by a different character. For instance, making arrows calls for a **Fletching (Woodcraft · Metalcraft) Success Value** test. Here, the Metalcraft represents the crafting of the arrowhead used in the projectile. A smith might provide these already made to a fletcher, and so the Secondary Modifier would be derived from the smith's Metalcraft Index, not the fletcher's.

BONUSES & PENALTIES

Modifiers affect only the *EML* of d100 Success Tests, and do *not also* adjust the Secondary Modifiers and Secondary Rolls that might accompany them. Secondary Mastery is based purely on Index, itself derived from *ML*.

SPECIAL D10 ROLLS

Sometimes the rules call for a special d10 roll against a Target Number (TN). These are resolved just like for Secondary Rolls (left), but the TN often has a completely unique source—such as those used in the shield Deflect weapon trait (page 98) or in the Weather Rolls of the Trekking Routine (page 144). Any modification to the TN will be listed with the pertinent rules. For instance, the TN of Temperature Rolls made in mountainous terrain are reduced by 2.

SKILL DESCRIPTIONS

Lore

Lore skills reflect mundane knowledge. While Craft, Nature, and Esoteric skills also require erudition, the various Lore skills specifically measure the grasp of Kethiran technology, history, and culture. Aside from Cookery, Folklore, one Ritual skill, and Physician, Lore skills require training.

Social

These skills measure how well one influences other people. Largely based upon eloquence, they also feature perceptive powers, creativity, and physical beauty. Apart from foreign languages, characters may test Social skills without training.

Nature

Nature Group skills measure wilderness lore. They usually demand keen senses, wit, or raw determination. Outdoor knowledge is hard-earned—the untrained character may intuitively attempt only the simplest of survival tasks.

Physical

While Physical Attributes describe a character's innate physique, Physical Group skills test actions related to the body or senses. Physical skills usually do not require training, except for highly specialised feats like Acrobatics and Legerdemain.

Combat

Fighting includes raw attributes and skills from other groups—Strength, Command—but Combat skills measure effective action amid the chaos of battle. Everyone can muster some ability to defend themselves; true prowess requires training.

Craft

Skills that produce mundane technologies, items, or effects belong to the Craft Group. Something is made in the world: jewellery, a weapon, music. Craft skills rely on the senses and dexterity or even strength, and almost always requires training.

Esoterica

The skills that deal with the arcane or astral mysteries comprise the Esoterica group. They do not receive Sunsign Modifiers like those of the six mundane skill groups. Instead, a character's birth sunsign influences each esoteric skill uniquely and more directly. While briefly described in the skill entries, esoteric skills receive full explanation in their respective section of Chapter 6: The Mysteries.

SKILLS & ATTRIBUTES

SKILL/ATTRIBUTE	SG	SB	SM
Acrobatics	P	AGL · END	0
Agility	·	·	5
Agriculture	N	PER · WIL	0
Alchemy	E	AUR · PER	0
Animalcraft	N	EMP · WIL	0
Archery	X	PER · DEX	1
Astrology	E	AUR · EMP	0
Aura	·	·	5
Awareness	P	PER · WIL	3
Brewing	L	PER · REA	0
Ceramics	C	DEX · PER	0
Charm	S	CML · EMP	3
Climbing	P	AGL · DEX	3
Comeliness	·	·	5
Command	S	WIL · ELO	2
Cookery	L	PER · REA	2
Creativity	·	·	5
Dancing	P	AGL · CRE	2
Dexterity	·	·	5
Discourse	S	REA · ELO	2
Drawing	C	DEX · CRE	1
Eloquence	·	·	5
Embalming	L	REA · PER	0
Empathy	·	·	5
Endurance	·	·	5
Engineering	L	REA · CRE	0
Fishing	N	PER · WIL	0
Fletching	C	DEX · PER	0
Folklore	L	REA · WIL	1
Glassworking	C	PER · DEX	0
Guile	S	EMP · CRE	3
Heraldry	L	REA · WIL	0
Herblore	N	PER · REA	0
Hideworking	C	DEX · PER	0
Initiative	X	WIL · REA	3
SHOCK	X	STR · END	
Intrigue	S	EMP · REA	3
Jewelcraft	C	PER · DEX	0
Jumping	P	AGL · STR	3
Language	S	ELO · REA	0
Law	L	REA · WIL	0
Legerdemain	P	DEX · PER	0
Lockcraft	C	DEX · PER	0
Masonry	C	DEX · STR	0
Mathematics	L	REA · CRE	0
Melee	X	DEX · AGL	2
DODGE	X	AGL · PER	
Mercantilism	L	REA · PER	0
Metalcraft	C	DEX · STR	0
Milling	C	PER · STR	0
Mineralogy	N	PER · REA	0
Musician	C	PER · CRE	0
Perception	·	·	5
Perfumery	L	PER · REA	0
Physician	L	REA · PER	1
Piloting	N	REA · PER	0
Pvârism	E	AUR · REA	0
Reasoning	·	·	5
Riding	P	EMP · AGL	1
Ritual	L	WIL · REA	0
Runecraft	E	AUR · EMP	0
Script	L	REA · PER	0
Seamanship	N	WIL · PER	0
Shipwright	L	REA · CRE	0
Singing	S	VOI · CRE	3
Slings	X	DEX · PER	0
Spirit	E	AUR · WIL	3
Stealth	P	AGL · WIL	3
Strength	·	·	5
Summoning	E	AUR · ELO	0
Survival	N	WIL · REA	1
Swimming	P	AGL · END	1
Talent	E	AUR · WIL	0
Tarotry	E	AUR · EMP	0
Textilecraft	C	DEX · PER	0
Theatrics	S	CRE · ELO	1
Throwing	X	DEX · PER	2
Timbercraft	N	PER · REA	0
Tracking	N	REA · PER	0
Trance	E	AUR · CRE	0
Weaponcraft	C	DEX · STR	0
Will	·	·	5
Woodworking	C	DEX · STR	0

SG (SKILL GROUP): C Craft E Esoterica L Lore N Nature P Physical S Social X Combat

SB (SKILL BASE) **SM (SKILL MULTIPLE)** *Skills in italics consist of several separate skills (see their entries in this chapter).*

ACROBATICS

The ability to perform feats of balance (tight rope walking) or gymnastics (vaults, somersaults, backflips). Such tasks require coordination, vigour, and a great deal of training.

Balance: for each Move action on a path three inches wide or less, make an **Acrobatics Success Value** test (–1 SV per inch width below four). Characters may test **Agility Success Value** for paths four to six inches wide.

SV	ACROBATICS SUCCESS VALUE TEST
≤ 2	**PRECARIOUS BALANCE:** character does not move this turn.
3–4	**NERVES:** a successful Will test by the character grants a one-star move (below). Failure is the same as for SV2 (above).
5 ☆1	**MOVE:** character goes five feet per star in the current turn (but no greater than half Move). For example, a character with Move 45 feet achieves a 5-star Balance result on a three-inch beam, which reduces it to 4 stars. The character goes 20 feet (4 stars × 5 feet; also equal to the half move maximum).
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

Critical Failure: character tests Agility. Any failure means the character falls (see page 67 sidebar). A Success (S) means the next turn is spent regaining balance (no move); a CS means no effect.

Gymnastics: the star result of an SV test over several minutes measures the acrobatic entertainment value, similar to Dancing (page 68). With a Move or Charge action during a five-second turn, a character may make a test to attempt a vault, somersault, or backflip:

	ACROBATICS TEST
CF	Manoeuvre fails; character falls prone.
F	Manoeuvre fails; make a successful Strength test or fall prone.
S	Manoeuvre succeeds as Difficult Movement.
CS	Manoeuvre succeeds as part of regular movement.

ACROBATICS BENEFITS

Proxy: Acrobatics may be used for Agility and Jumping tests, and in their role in Secondary Mastery (page 62).

Defence: Acrobatics Index times two applies as a bonus to Block and Dodge tests, and as an improvement to the Evade penalty versus missile attacks (page 161).

AGILITY

The physical attribute that measures bodily reflexes and motor coordination. It may be tested on its own to measure a character's general balance and ability to evade rolling or falling objects, and in Stumble Rolls (page 161).

Movement: characters have a Move based on Agility and Strength (computed on page 56). After applying Encumbrance, Fatigue, and Impairment as penalties, the Effective Move is how many feet the character covers with the Move action. Some actions allow a half or double Move. Terrain can also impede movement (page 160).

AGRICULTURE

The knowledge of how to grow crops and tend the non-arable portion of a farm, such as pastures, orchards, and woods. Characters are familiar with the plants native to their home region and can analyse land and equipment quality and appraise crop value.

In most of Venarive the principal crops are wheat, barley, rye, oats, vetch, hay, and flax. The basic unit of land measurement is the acre—roughly 200 feet square. In addition to personal cottage gardens, the following acreages are typical for the various farming occupations:

OCCUPATION	ACRES	OCCUPATION	ACRES
Unfree: Serf	0	Beadle/Woodward	15
Unfree: Cottar	5	Reeve	30
Unfree: Half-villein	15	Freeholder	65
Unfree: Villein	30	Yeoman	80

WEATHER LORE

Agriculture is tested to predict weather for the next four-hour watch (CS 2d3 watches). The result determines accuracy in terms of three weather qualities (listed below).

CF: unknown F: incomplete S: general CS: specific

Temperature: six general ranges described as freezing, cold, cool, warm, hot, or sweltering. In the Trekking Routine, a Cold Hazard reflects freezing temperature; a Heat Hazard, sweltering (page 149).

Precipitation: dry, showers, continuous rain (or snow) with clear, cloudy, or overcast conditions.

Wind: one of six directions (N, NE, SE, S, SW, NW) with a windforce described in one of five categories (WF 0–4).

WF	FORCE	EFFECT	KPH	D100
0	Light	leaves rustle	0–8	01–15
1	Moderate	branches move	9–24	16–55
2	Strong	tree tops sway	25–48	56–84
3	Gale	branches break	49–88	85–99
4	Storm	trees uprooted	≤ 89	100

For a given 3d4-hour period in most locales in Venarive, the GM can generate the windforce with the d100 roll in the above table. Roll 1d12 to generate the direction it comes from: 1–2 (N); 3 (NE); 4–5 (SE); 6–7 (S); 8–10 (SW); 11–12 (NW). See the *VENÂRIVÈ* publication for detailed weather charts by climate and season, with more precise timing.

ALCHEMY

The analysis, preparation, and transformation of herbal and mineral substances into magic elixirs. See CHAPTER 6: THE MYSTERIES (page 265).

ANIMALCRAFT

The practice of domesticating, breeding, caring for, and handling animals, which includes droving and driving carts and wagons. While in practice some occupations focus on one type of creature, the Animalcraft skill applies to all domesticated animals within a given culture. In northwest Venarive, this includes four principal groups: birds, dogs, horses, and livestock. Livestock include sheep, goats, oxen, cows, pigs, chickens, ducks, and geese.

Players can expand the above list to include other groups, such as camels, cats, and apes.

ANIMAL LORE

A character may test **Animalcraft** to glean information about a domesticated animal's health or demeanour.

CF: unknown	**F**: incomplete	**S**: general	**CS**: specific

ANIMAL TRAINING

To prepare an animal to respond to commands in a stressful situation and to improve its ML in certain skills, a character follows these training steps:

[1] Time: the trainer spends six months with the beast, about one hour per day (and often divided up into 10 minute sessions throughout the day).

[2] Test: the trainer makes an **Animalcraft Success Value** test. Subtract one SV if the animal is not recently newborn; subtract one SV if it is wild.

SV	ANIMALCRAFT SUCCESS VALUE TEST
≤2	**FAULTY TRAINING**: the animal has the base MLs given in CHAPTER 7: BESTIARY, but a –1 penalty to its Control Secondary Rolls (see Animal Control, below).
3–4	**BASE TRAINING**: the animal has the base MLs given in CHAPTER 7: BESTIARY.
5 ☆1	**TRAINING**: the animal has the base MLs given in CHAPTER 7: BESTIARY plus one bonus Training Roll per star (step 3). Before proceeding to step 3, the trainer may sacrifice one bonus Training Roll in exchange for reducing the training time by one month.
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

Critical Failure: a setback increases training time by d3 months no matter the SV.

[3] Result: roll a d10 for each star earned in the Success Value test in step 2. The Target Number (TN) for each roll equals the animal's Reasoning *score*. Roll the d10 separately—each success gives the animal one Mastery Boost (MB) to Initiative, Shock, each natural 'melee' weapon, Dodge, and Press ML. Apply MB to *each* skill on the MASTERY BOOST table (page 46).

No matter how many d10 Training Roll successes, the animal can never earn more Mastery Boosts than *half its Creativity* score (round up).

[4] Retraining: an animal that has not received its maximum number of MB may be retrained. The trainer must at least equal the best star result so far gained with the same animal for it to get new Training Rolls.

Animal Training Example: *a character spends six months training a two-year-old guard dog (page 355). The Animalcraft ML75 SV test roll is 68 (S) for SV7, minus 1 SV because the dog is not newborn. The SV6 gives the dog two Training Rolls in step 3.*

Against a TN6 from the dog's REA6, rolls of 4 and 8 result in one MB to each of the skills listed in step 3. If retrained, only a three-star or higher result gives it more Training Rolls. Assume the trainer gets a four-star result (minus one SV from the dog's age). The three d10 rolls are 1, 4, and 8—so the guard dog receives two more MB. This raises the total MB to three, one short of its maximum of four from half its CRE7 (rounded up).

ANIMAL CONTROL

To command an animal, characters make a Control Roll at the start of their turn—a test of Animalcraft. In battle or a stressful situation, adjust the test by the *creature's* Initiative Secondary Modifier (–10 further penalty if a once-wild, trained animal, such as an elephant). Any success lets the character issue a command as a free action; any failure means it takes a 1-turn action. No roll means the animal continues with its most recent action. Controlling a mounted animal is similar but involves Riding skill and includes other details—see Mounted Combat (page 172).

Animal Control Example: *a character has Animalcraft ML75 and a guard dog has Initiative ML70. The Control Roll in combat equals Animalcraft EML85 (ML75 + 10 Secondary Modifier).*

VETERINARY TASK

Test **Physician** at minus 10 to treat animals. The penalty is offset by any positive Animalcraft Secondary Modifier. Thus, a farmer with Animalcraft ML85 and Physician ML32 tests Physician ML32 when treating animals (the +15 Secondary Modifier offsets the entire –10 penalty).

ARCHERY

The use of hand-held, stringed projectile weapons such as bows and crossbows is a function of eyesight (PER) and touch (DEX). Shooting well with most of these weapons usually requires a great deal of training. See page 107 for more details on their construction and projectiles.

CROSSBOWS

Untrained characters may use crossbows more easily than bows. Shooting a crossbow tests the higher of **Archery** ML or an EML equal to three times Archery Skill Base (SB × 3).

ASTROLOGY

The arcane study of Fate (divination) as revealed in astronomical knowledge, the charting of stars, and the casting of horoscopes. See The Mysteries (page 277).

AURA

The mental attribute that measures how strongly the soul in the spirit world is anchored to a character's body in the physical world. Aural Shock is defined as when this anchor is temporarily disrupted or blocked. Aura is the primary attribute of all Esoteric skills, and PCs test ML50 + Aura Secondary Modifier when making Fate Rolls (page 276).

AWARENESS

How alert characters are to the physical environment. If a character is deficient in a particular sense, or the surroundings greatly affect its use, penalise or eliminate the test as appropriate. For example, tests of sight have a −20 penalty in dim light and are prohibited in utter darkness—but hearing could remain unaffected.

Awareness tests are commonly *unopposed*: does the character perceive something? However, they can also be *opposed* by another's active use of Stealth (page 84).

If actively concentrating on the phenomenon (*an alerted guard peering in a specific direction*), characters may test the higher of Awareness or Perception (page 82); if passively vigilant, they must test Awareness (*a guard on watch*).

See also Senses in Advice & Options (page 93).

OLFACTORY SKILLS

A character's sense of smell is developed only by mastery in one the Olfactory skills: Alchemy, Brewing, Cookery, Embalming, Herblore, and Perfumery. In situations where they are distracted or unfocused, characters test their alertness to odours against the *highest Olfactory skill*. If intently analysing a smell, they may test **Perception**, but the level of detail gleaned would be much less than if they tested one of the Olfactory skills.

Beasts often have far more powerful senses of smell than folk. See Scent in Chapter 7: Bestiary (page 353).

BREWING

The ability to prepare alcoholic beverages. Hops are not in widespread use as a preservative, so ales are usually consumed within days of production. Wines, on the other hand, are often traded at some distance, and the better varieties find themselves in high demand. Distilling spirits is a recent and fairly rare practice. A **Brewing Success Value** test measures the quality of a 5-gallon batch (page 61). Time measures the labour; the days, how long until consumption (with spirits often aged 3–6 months more):

BEVERAGE	COST	TIME	DAYS	PRICE
Ale	2d	20h	2d2	8d
Mead	10d	10h	24 + 6d6	15d
Spirits	92d	20h	4 + 2d2	120d
Wine	18d	30h	76 + 4d10	20d

For wine, roll a number of d10 equal to star result against Workshop TN. Add 5d to price for each success.

CERAMICS

The facility to craft durable objects from clay hardened by heat. Although typically a specialist, ceramicists can create a wide variety of items by applying basic principles common to the production of many types of objects, including pots, bricks, and sculpture.

Items can be 'thrown' (shaped) on a stick wheel in a matter of minutes, but the process of firing, drying, and glazing takes one day per 6d of sale price (material costs are 3d per day). Potters can work several pieces at once. The crafter then makes a **Ceramics Success Value** test on the standard table to determine each item's quality (page 61).

ITEM	LB	PRICE
Amphorae, 15 gal	28	28d
Beads, 12	2	6d
Brick, 8" × 3¾" × 2¼"	3	6d
Bottle, 2 pints	1	2d
Bowl, 8" × 4"	3	6d
Box, 12" × 8" × 6", lid	2	3d
Icon, religious, 4"	1	2d

ITEM	LB	PRICE
Jar, lidded, 1 quart	3	5d
Jug, 1 gallon	5	9d
Plate, 8"	2	3d
Pot, 2 quart	3	4d
Tile, 4" × 4" × 1"	2	1d
Urn, 5 gallons	9	12d
Vase	2	4d

CHARM

Magnetism, charisma, and emotional persuasion. A character uses Charm to entice others to a point of view, or to do something, through an appeal to their feelings. Effective charm relies on physical attractiveness (CML) and the ability to read a target's mood (EMP). For more, see Persuasion in Chapter 5: Adventure (page 137).

RESISTANCE

While one does not 'resist' inspiration, a character may actively oppose seduction with a **Will** test or deduce its general motive with an **Intrigue** or **Empathy** test.

CLIMBING

For easy climbs, such as swinging up by a branch into a tree or pulling up onto a low roof or ledge, characters make a **Climbing** test as part of the Move action (page 161):

	EASY CLIMBING TEST
CF	Climb fails as a 1-round action with a Stumble Roll (page 161).
F	Climb fails as a 1-turn action; or succeeds after a 1-round action and a successful Strength test (climber's choice).
S	Climb succeeds as Difficult Movement (half Move maximum).
CS	Climb succeeds (half Move maximum).

DIFFICULT CLIMBS

Characters resolve more difficult climbs with a **Climbing (END SR) Success Value** test once per minute. To make progress, the character must get an SV that at least matches the difficulty of the climb as described below. Characters accrue windedness Personal Fatigue (PF) with each test, reduced by five if the Endurance SR succeeds.

SV	CLIMBING SUCCESS VALUE TEST
≤2	STEEP INCLINE: at least 20° but less than 40°.
3–4	VERY STEEP INCLINE: at least 40° but less than 60°.
5 ☆1	SHEER: at least 60° with large and ample hold points such as small ledges and protrusions.
6 ☆2	SHEER: at least 60° with small or few hold points.
7 ☆3	SHEER: at least 60° with some overhangs.
8 ☆4	SHEER: at least 60° with frequent overhangs.
9+ ☆5	SHEER: at least 60° with no holds (aided climb only).

Critical Failure: the climber must make a Fumble Roll (CF0) or Stumble Roll (CF5). Failure induces a fall (below).

Climb Rate: a result equal to the minimum SV required for the given difficulty allows the climber to traverse 30 feet per minute. Each SV beyond the minimum increases the rate by 30 feet.

AIDED CLIMBING

Characters can aid difficult climbs in two ways.

Pitons: setting pitons takes 10 minutes per 30 feet; the setter then makes a **Survival (Climbing) Success Value** test. Each star grants +1 SV bonus to subsequent climbers.

Rope: +2 SV bonus as an aid. Climbing a bare rope requires a **Strength (Climbing) Success Value** test and a minimum resulting SV4 (with knots) or SV6 (without knots).

FALLS FROM CLIMBING

Characters who fall might suffer injury—see sidebar. The following modifiers apply for less than SHEER slopes:

Steep Incline: if the test in step 3 of the Falling Routine is a S or CS, there is no falling impact. Otherwise, halve the final strike impact before reducing for armour.

Very Steep Incline: halve the final strike impact before reducing for armour.

FALLING

For falls greater than five feet, check for injury using these steps and the Injury Sequence (page 167):

[1] Location: unexpected *falls* inflict a blunt strike to *one* random location (d10 ZD and d10 LD). Purposeful *leaps* grant two d10 ZD with the character choosing which result to apply.

[2] Strike Impact: strike impact equals *d10* plus an amount according to the *distance* fallen (left), modified by the landing *surface* (right).

DISTANCE	IMP
6–10 feet	−2
11–20 feet	+2
21–30 feet	+4
31–40 feet	+8
41–50 feet	+12
per extra 10 feet	(+4)

SURFACE	IMP
Water (6'+)	−16
Mud · bog	−12
Hay · snow	−8
Grass · earth	−4
Paving stone	−2
Rocky ground	0

[3] Test: characters test **Jumping** or **Acrobatics** (or optionally **Swimming** if into water). The result modifies the strike impact according to whether it is an unexpected *fall* or a purposeful *leap*.

	JUMPING		ACROBATICS		SWIMMING	
	FALL	LEAP	FALL	LEAP	FALL	LEAP
CF	+4*	0	+2*	−2	+4	+2
F	0	−2	0	−4	0	−2
S	−2	−4	−4	−6	−2	−4
CS	−4	−6	−6	−8	−4	−6

*After resolving step 4, the falling character must repeat steps 1–4 to generate another injury.

[4] Armour Value: reduce total strike impact by the blunt Armour Value of the affected location. Determine injury severity and shock (page 168).

[5] Prone: falling is a 1-round action. When landing on ground, the character ends up prone unless the fall is 10 feet or less and the location struck is a limb. Acrobatics extends this distance to 20 feet or less.

COMELINESS

The attribute that measures a character's physical beauty or attractiveness. It is paramount in the Charm skill and greatly affects tests of emotional persuasion. Impairment (page 182) to the Face location might lower Comeliness *ML*; weakness fatigue (only) penalises *EML*.

ALLURE

A **Comeliness Success Value** test could measure a character's passive impact on a social situation. The character might not even be aware of the effect, such as when making an entrance at a large gathering.

COMMAND

Forceful imposition and threatening persuasion. A character tests **Command** to force targets to do something they would not do either naturally or readily. See Persuasion in CHAPTER 5: ADVENTURE (page 137).

RESISTANCE

Targets are often allowed a **Will** test in opposition to the persuader's Command test. Against the direct physical violence of intimidation, targets test Initiative instead.

COOKERY

The technique of making food. Preparing a substantial meal is a **Cookery Success Value** test and takes one hour per five people served. The resulting SV reflects mostly the food's sensory and aesthetic appeal; it might affect the host's or cook's Persuasion skill tests throughout the meal.

SV	COOKERY SUCCESS VALUE TEST
≤ 0	**INEDIBLE:** –20 penalty to Persuasion skill tests; and successful Healing Base × 5 tests by consumers to avoid nausea.
1–2	**DULL:** –10 penalty to Persuasion skill tests.
3–4	**ADEQUATE**
5+ ☆	**PLEASING:** +5 bonus per star to Persuasion skill tests.

CREATIVITY

The mental attribute that measures a character's ingenuity and imagination.

IDEA

Characters may test **Creativity** to see whether they have an advantageous thought or strategy about a situation. A GM might call for it if the players are flummoxed in a way their characters might not be.

CRAFT AESTHETICS

To measure the aesthetic value of objects created with craft skills such as Woodworking and Masonry, roll a number of d10 equal to the star result of the crafting Success Value test. Each d10 success against a TN equal to the character's Creativity Index generates one star of aesthetic value. A separate set of d10 equal to the same SV stars are rolled against Workshop TN to resolve object *quality* (page 93).

DANCING

The ability to perform the various dances familiar to one's own culture and class. A **Dancing Success Value** test over a period of about an hour describes a character's performance. A side effect is that the result may affect Persuasion skill tests during the same hour.

SV	DANCING SUCCESS VALUE TEST
≤ 0	**EMBARRASSING:** –20 penalty to Persuasion skill tests.
1–2	**STILTED:** –10 penalty to Persuasion skill tests.
3–4	**PRESENTABLE**
5+ ☆	**ELEVATED:** +5 bonus per star to Persuasion skill tests.

DEXTERITY

The physical attribute that measures a character's hand coordination and sense of touch. It is in the Skill Base of most skills in the Craft and Combat groups.

GROPE

Simple tasks of dexterity—even under some stress—usually require no test, and many of these are free actions. More complicated tasks require the Grope action, and some Grope actions, where the character is strongly distracted, might also require a successful test to perform.

Example 1: *on his turn, Galmos draws a shortsword from its scabbard as a* free action*, selects the* Charge action *to engage Faldrik, and then tests* Melee *to strike him.*

Example 2: *on her turn, Nolora strings her bow as a* Grope action*. Since she's unengaged, this requires no test, just an action.*

Example 3: *Faldrik dropped his hand axe while engaged last round. On his turn, he may pick it up as a* Grope action *with a successful test of* Melee *(see the Mishaps sidebar, page 161).*

DISCOURSE

Compelling argument and reasoned persuasion. The character uses Discourse to convince a listener of a point of view through thoughtful analysis. See Persuasion skills (page 137) for more.

RESISTANCE

A debate between two characters requires **Discourse Success Value** tests, with the skill apropos to the topic serving as a Secondary Modifier. Whoever achieves the higher SV presents the more compelling argument to an impartial, knowledgeable judge.

DRAWING

The ability to produce a likeness of something in painting, fresco, or pen and ink—the exact style varies by culture. Although anyone can make rudimentary marks, the quality of a drawing reflects its artistic effect or, in the case of maps, perhaps some accuracy. A **Drawing Success Value** test over a period of four hours per square foot determines the quality produced as given on the standard Success Value Test table (page 61).

ELOQUENCE

The mental attribute that measures a character's clarity of expression. It is the primary attribute of the Language skill and an important element of most persuasion skills.

STORYTELLING

The star result of an **Eloquence (Folklore · Creativity SR) Success Value** test measures a character's attempt to tell an entertaining story. A success on the CRE SR increases the SV by one. The character's Index in the Language used reflects the story's complexity or 'elevation' (page 77).

EMBALMING

Understanding how to prepare a corpse for burial according to the practices of a specific pantheon and even a particular religion. Techniques include evisceration, alcohol immersion, wrapping the body, and filling the mouth, nose, and ears with herbs, spices, and cotton.

Corpses are described by five levels of decomposition. The rate of decomposition varies by climate (page 142).

LEVEL	DECOMPOSITION
Minimal	some skin slippage and hair loss
Slight	discoloration (grey/green), bloating
Partial	brown/black, flesh caving, some bones exposed
Most	advanced decay, most bones exposed
Whole	dry bone, skeleton

RATE	SUBP	COOL T	WARM T	SUBTRP	DRY TRP	WET TRP
Minimal	7 days	6 days	5 days	4 days	3 days	2 days
Slight	10 days	9 days	7 days	6 days	4 days	3 days
Partial	45 days	35 days	30 days	20 days	15 days	15 days
Most	1 year	6 mos	5 mos	4 mos	3 mos	3 mos
Whole	4 yrs	3 yrs	2 yrs	1.5 yrs	1 year	1 year

PRESERVATION

Embalmers can extend natural decomposition by a number of days equal to the SV of an **Embalming Success Value** test. Simply add the result to the above thresholds.

The Shadow: Shadow Strength applied to a minimally, slightly, or partially decomposed corpse multiplies the above thresholds by (SHA+1). The Shadow does not extend mostly decomposed corpses and is, in fact, immediately expelled from wholly decomposed ones.

***Example**: a corpse receiving SHA3 in a Cool Temperate climate decomposes in 24 days (Minimal); 36 days (Slight); and 140 days (Partial); with Most and Whole unaffected. An SV8 Embalming Success Value test result adds a flat 8 days across those three new thresholds (32, 44, 148 days).*

Dalmorvrin Repair: Morgathian clergy of at least Circle III learn special techniques to repair the injured bodies of Dalmorvrin (page 381). Every d3 days of such 'surgery', the priest removes a number of Injury Levels equal to the star result of an **Embalming Success Value** test.

FORENSICS

A successful **Embalming** test may uncover 'forensic' details about a corpse. The results are far from modern standards but might indicate cause and time of death.

CF: unknown **F**: incomplete **S**: general **CS**: specific

EMPATHY

The mental attribute that measures emotional perception. It is the primary attribute in the Guile and Intrigue skills and an important element of Charm.

INSIGHT

A character may test Empathy to read another's unspoken general emotion, such as sad, happy, or angry. A CS might hint at its specific source. Even a Failure (F) could indicate what the subject is *not* feeling: *'well, they're certainly not happy, but I can't tell if they're fearful or sad'*.

CF: unknown **F**: incomplete **S**: general **CS**: specific

ENDURANCE

The physical attribute that measures a character's stamina and recuperative power. It serves in the Skill Base of several athletic skills and also in the important Shock Roll.

ENDURANCE SECONDARY ROLL

Characters can accrue fatigue from a variety of sources, either as windedness, weariness, or weakness (page 176 sidebar). However, the END SR that is often made to reduce fatigue accrual does not itself suffer from fatigue penalty (the endeavour itself does).

HEALING BASE

The average of END and WIL (round up if END is greater than WIL) equals a character's Healing Base (HB). This number is multiplied by a treatment's Healing Rate (HR) to determine the ML for an injury's d100 Healing test.

ENGINEERING

Knowledge of how to design buildings and large, exceptional technologies, such as mills, siege weapons, and the various works involved in mining operations. The actual construction still requires tests of the appropriate Craft skills, primarily Masonry and Woodworking, but often including Ceramics, Glassworking, Lockcraft, Metalcraft, and Mineralogy.

DESIGN ROLL

Before construction may begin on complicated edifices or machines, a character must follow these design steps. Thus, simply creating a wall of stone requires only a Masonry SV test. However, building a keep that contains stone walls requires a Design Roll beforehand. While the designer and builders do not have to be the same person, they both have to be directly involved in the project.

[1] Time: producing the design takes a number days according to the edifice, as shown in the following table. Randomize the final time up to ±20% if desired.

EDIFICE	DAYS
Castle, large	125
Castle, medium	70
Castle, small	40
Cottage, small/Hovel	*
Cottage, large	4
Keep, large	60
Keep, medium	25
Keep, small	15
Manorhouse, large	12

EDIFICE	DAYS
Manorhouse, small	9
Mill, large	2
Mill, small	1
Mine	20
Siege Engine, large	4
Siege Engine, small	2
Stockade tower	6
Townhouse, exclusive	9
Townhouse, modest	6

** Design Roll not required.*

[2] Design Roll: the designer makes an **Engineering Success Value** test. Certain constructions must also include a Secondary Modifier to the test:

CONSTRUCTION	SECONDARY MODIFIER
Mill	Milling
Mine	Mineralogy
Siege Engine	Weaponcraft

[3] Result: the Design Roll's resulting SV can affect the subsequent Construction Roll to make the edifice. See Masonry, Mineralogy, and Woodworking skill entries.

SV	ENGINEERING SUCCESS VALUE TEST
≤2	**FLAWED DESIGN**: –1 SV penalty to Construction Roll.
3–4	**BASE DESIGN**: no modifier to Construction Roll.
5 ☆1	**INSPIRED DESIGN**: for each resulting star, roll one d10 against a TN equal to the designer's Mathematics Index. Each success provides a +1 SV to the subsequent Construction Roll (maximum +2 SV). Each Mathematics success beyond the second reduces the design time by 10%.
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

***Design Roll Example**: a character with Engineering ML71 and Mathematics ML28 designs a small keep. The character makes an Engineering ML71 Success Value test—a d100 roll of 61 produces SV7 (three stars). Three d10 are then rolled against TN2 (Mathematics Index 2), and results of 4, 7, and 1 produce a +1 SV to the ensuing Construction Roll (see Masonry, page 78). The design of the small keep takes a base 15 days to complete, but the GM adjusts this by ±20%: 10% times the roll a d3 (a 1) minus the result of another d3 (a 2)—thus, reducing it by 10%, to 13.5 days.*

FISHING

The ability to catch fish and other marine animals. While the character's culture, the local geography, and the desired catch usually determine the favoured technique—hook and line, spear, net, or bare-handed—the Fishing skill covers aptitude in all of them.

Characters make a **Fishing Success Value** test once per four hours, modified by technique and location. The SV determines the food–days of food caught. One day's worth of fish weighs about six pounds, half of which is edible.

SV	FISHING SUCCESS VALUE TEST
≤0	NO CATCH: no fish caught during the four-hour period.
1–2	CATCH: roll two separate d10 against the Fishing Conditions TN (below). Each success equals one food-day of fish caught.
3–4	CATCH: as above but roll four separate d10.
5 ☆1 6 ☆2 7 ☆3 8 ☆4 9+ ☆5	CATCH: a number food-days are caught equal to star successes. Also roll four separate d10 against the Fishing Conditions TN (below). Each success equals one additional food-day of fish caught. If all four d10 rolls succeed, double the food-days caught as figured from star successes.

Critical Failure: fisher tests DEX (CF0) or AGL (CF5). Failure means lost/damaged equipment; CF means a random d10E impact injury.

Fishing Conditions TN: the GM either rolls randomly to determine the fishing conditions or selects it.

D100	CONDITIONS	TN	
01–05	Poor	1	*Reduce the given conditions further if the location is too saturated with fishers, such as several near one another in a small stream.*
06–25	Fair	3	
26–75	Average	5	
76–95	Good	7	
96–00	Excellent	9	

TECHNIQUE FACTORS

Bare Hands: for fishing bare-handed instead make a Fishing (Dexterity) Success Value test and apply a –2 SV penalty to the result. This technique is usually only employed in shallow streams or coastal water.

Nets: fishing with a net doubles the food-days result.

Spear: for fishing with a spear instead make a Success Value test of Fishing (Melee or Dexterity).

LOCATION FACTORS

Salt Water: the default Fishing test assumes fresh water. In salt water, a CS Fishing Success Value test result adds two to the SV instead of the usual one.

Offshore: the default Fishing test assumes inland waters —streams, rivers, lakes—or shallow coasts. In the deeper, more plentiful offshore water, double the food-days result (cumulative with all other SV modifications).

FLETCHING

The term *fletcher* technically refers to an arrow-maker and the term *bowyer* to a bow-maker. Such guild crafters in Venarive usually do both—the first term has simply come to encompass both tasks. Characters follow these steps to make bows, crossbows, arrows, and quarrels.

[1] Workshop: the crafter must be in a Fletching workshop, rated from one to five stars (see step 5).

[2] Expense: the crafter expends the COST of the item's materials in silver pennies (d), and the TIME in hours (h) or months (m). Crafters may work up to ten hours per day.

ITEM	COST	TIME	SUCCESS VALUE TEST
Arrows, heavy (12)	3d	25h	Fletching (Woodwork · Metalcraft)
Arrows, light (12)	2d	20h	Fletching (Woodwork · Metalcraft)
Composite bow 2 lb	24d	10m	Fletching (Woodwork · Hidework)*
Composite bow 3 lb	30d	11m	Fletching (Woodwork · Hidework)*
Composite bow 4 lb	36d	12m	Fletching (Woodwork · Hidework)*
Longbow 2 lb	20d	30h	Fletching (Woodwork · Timbercraft)
Longbow 3 lb	24d	50h	Fletching (Woodwork · Timbercraft)
Longbow 4 lb	28d	90h	Fletching (Woodwork · Timbercraft)
Crossbow, comp.	36d	280h	Fletching (Woodwork · Timbercraft)
Crossbow, steel	54d	500h	Fletching (Metalcraft)
Crossbow, wood 5 lb	12d	90h	Fletching (Woodwork · Timbercraft)
Crossbow, wood 6 lb	15d	130h	Fletching (Woodwork · Timbercraft)
Crossbow, wood 7 lb	18d	170h	Fletching (Woodwork · Timbercraft)
Quarrels, heavy (12)	3d	25h	Fletching (Woodwork · Metalcraft)
Quarrels, light (12)	3d	20h	Fletching (Woodwork · Metalcraft)

** The usual sinew-backed wood of composite bows requires Hideworking, a skill that bowyers from southeast Venârivè include at SM3 on their Occupation table (page 44).*

[3] Test: the crafter makes the Success Value test as given above, according to the item made. See page 72 for two examples of the Fletching Routine.

[4] Result: the SV determines the result of the crafting:

SV	FLETCHING SUCCESS VALUE TEST
≤2	FLAWED ITEM: the crafter produces an item that has reduced performance (see FLAW entry in step 7 table). An SV of 0 or less doubles the generated result of the flaw.
3–4	BASE ITEM: the crafter produces the base item as given in CHAPTER 4: POSSESSIONS.
5 ☆1 6 ☆2 7 ☆3 8 ☆4 9+ ☆5	MASTERWORK: the crafter produces the base item as given in CHAPTER 4: POSSESSIONS. Each star can be assigned either to make one optional d10 Masterwork Roll in step 5, or to reduce the time expense by 10% from step 2 (30% maximum time reduction).

Critical Failure: a setback increases crafting time by half.

[5] Masterwork Rolls: for each star dedicated to Masterwork Rolls, roll one d10 against a TN equal to the star quality of the workshop. Thus, there can be one to five d10 rolls against a TN between 1 and 5. Roll each d10 separately against the same TN. The total number of successes are called the Masterwork Successes (MWS).

WORKSHOP

QUALITY	WORKSHOP
★	MAKESHIFT
★★	SPARSE
★★★	STANDARD
★★★★	PLENTIFUL
★★★★★	IDEAL

MASTERWORK SUCCESSES

MWS	RESULT	VALUE
0	BASE ARTICLE	×1
1	WQ +1	×2
2	WQ +1 · MOD +1	×3
3	WQ +2 · MOD +1	×4
4	WQ +2 · MOD +2	×5
5	WQ +3 · MOD +2	×6

[6] Applicable MWS: the number of masterwork successes that can be applied to an item cannot exceed the weapon's *base* WQ minus eight. Thus, a base WQ10 item could receive at maximum two MWS.

Projectiles (arrows and bolts) do not have a WQ; assume up to two MWS can be applied to them.

[7] Masterwork Effect: the final applied MWS indicates three qualities—the increase to WQ (+1 to +3); whether the item receives an additional Modifier (+1 or +2); and the factor by which its value increases.

PROJECTILE	MODIFIER: each MOD bonus increases the projectile's impact by one.
	FLAW: a flawed projectile has both its WQ and impact reduced by the same d2 roll.
WEAPON	MODIFIER: each MOD bonus increases the weapon's base range by 30 feet.
	FLAW: a flawed weapon has WQ reduced by d2 and base range reduced by the same d2 × 30 ft.

SPECIAL FLETCHING RULES

Arrowheads: when making projectiles, a fletcher may use arrow- and quarrel- heads created by someone else, such as a metalsmith. If so, then the Success Value test in step 3 uses the Metalcraft ML of this other crafter when figuring the Metalcraft Secondary Modifier. Cost is doubled but crafting time is halved.

Composite bows: the people of the horse cultures of the Ketarh Plateau most famously employ composite bows—the dry environment greatly favours their viability. Given the extraordinarily long production time, fletchers in northwestern Venarive usually do not risk crafting them.

Crossbow spanners: characters make a **Metalsmith Success Value** test to fashion the mechanical devices used to span heavy-draw crossbows. Each masterwork modifier applied to a spanner increases the user's Draw by 10% (page 108). These items are often made by metalsmiths, although few non-Kuzhan metalsmiths commonly make the lever version, and *only* Kuzhan crafters know how to make the windlass version.

ITEM	COST	TIME	PULL	SUCCESS VALUE TEST
Belt & Claw	3d	10h	×3	Metalcraft
Lever	6d	40h	×5	Metalcraft
Windlass	15d	90h	×10	Metalcraft

Hartbows: when making a bow, an Ælrhin crafter includes a **Spirit SR** in the Success Value test of step 3. A successful SR infuses the bow with an intangible faeriecraft quality (page 93) that halves its draw. This is not an arcane enchantment but rather an astral expression of the Ælrhin crafter's soul. Thus, magic dispelling has no effect.

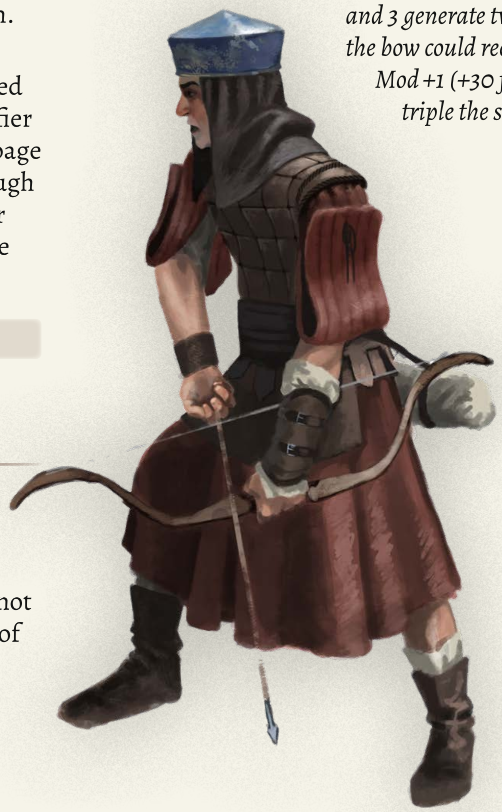
Kúzhan crossbow: the Kuzhan are the only culture able to make steel-prod crossbows. The sample in CHAPTER 4: POSSESSIONS is a lighter variety whose user spans it with a lever. Heavier ones require the windlass.

Slings: to make slings, the crafter makes a **Hideworking Success Value** test. Specially crafted bullets can be made with a **Metalcraft Success Value** test. Anyone can gather mundane stones for free, although finding the proper shape and weight might take some effort.

ITEM	COST	TIME	SUCCESS VALUE TEST
Bullets, lead, 12	4d	10h	Metalcraft
Sling	2d	10h	Hideworking
Staff Sling	4d	20h	Hideworking (Woodworking)

Fletching Example 1: *Driren makes a dozen heavy-shafted bodkin arrows with a Success Value test of Fletching (Woodworking · Metalcraft). Having Fletching ML68, Woodworking ML65, and Metalcraft ML52, Driren tests EML73 (68 + 5 + 0). The d100 roll is 75—CF with SV4 (Index 6 – CF 2). He makes the base version of the twelve projectiles, but the usual 25-hour time is increased to 37.5 hours (about four days).*

Fletching Example 2: *Driren makes a longbow with Draw 75 (WQ 10). This two-pound bow takes 30 hours (three days) and requires a Success Value test of Fletching (Woodcraft · Timbercraft). With Timbercraft ML42, the crafter has a final EML68 (68 + 5 – 5) and rolls 42—success (S) with SV6 (Index 6 + S0). Driren ends up with a base version of the hunting bow and two optional Masterwork Rolls (also the maximum allowed by a WQ10 weapon). In a standard workshop, the two d10 rolls are made against TN3—a 2 and 3 generate two MWS. This means the bow could receive WQ +1 and Mod +1 (+30 feet to base range and triple the sale value to 135d).*



FOLKLORE

Knowledge of one's home Realm. Save-K'nor scholars traditionally divide folklore into six disciplines, or groups: geography, history, Kelestia (reality), mythic beasts, poetics, and society. When attempting to recall or recognise a *specific* piece of lore about any of these disciplines, the Folklore test *Success Level* determines the extent of information the character knows:

CF: unknown **F**: incomplete **S**: general **CS**: specific

When attempting to measure the *broad* knowledge of a topic, the character's *Success Value* test measures the depth and breadth of information known.

KNOWLEDGE SUCCESS VALUE TESTS

Success Value tests usually reflect long-term, repeated uses of a skill. However, they could also be used to measure a character's overall knowledge of a topic when the four-way result of Success tests makes less sense. Instead, the star generated by the SV test gauges the tester's grasp of the subject.

For instance, a simple **Folklore** test determines if a tester knows something specific—such as *who was king of Emelrene during the Time of Fire?* Alternatively, a **Folklore Success Value** test measures the character's knowledge of a broad topic—*what was the Time of Fire?* The GM parses out information according to the Success Value Test table (page 61). An SV1–2 represents the barest recognition of a topic; higher SV provides broader and deeper knowledge.

FOREIGN KNOWLEDGE

Characters may have some knowledge about a foreign land, but the Folklore test has a *Mastery Level* reduction according to its distance from the tester's native realm (refer to the maps in Appendix I: Venarive Regions):

FOREIGN LAND	ML	EXPLANATION
Realm, near	−10	Native Region, different Realm
Region, near	−20	Adjacent Region
Region, far	−40	Within Venârivè, different Region
Region, remote	−60	Beyond Venârivè, within Lýthia

If the reduction takes Folklore ML below zero, then the character may not make the test. Extensive travel in specific foreign lands will mitigate the ML reduction, as will access to appropriate libraries and tutors.

Foreign Knowledge Example*: Elben has Folklore ML84 and is native to the Kingdom of Melderyn realm in the Hârn region (page 418). When testing Folklore about Kaldor or Tharda (both near realms in the same region), Elben has ML74. Concerning the Jerinala March in the adjacent Emelrene region (page 417), he has ML64. Knowledge of the far Byria region is limited (ML44).*

GLASSWORKING

The ability to produce glassware, such as bottles, goblets, vials, and windows. Crafting takes about one day per 6d of the item's sale price, with material costs equal to 2½d per day. A **Glassworking Success Value** test determines its quality (use the standard table, page 61).

ITEM	LB	PRICE
Beads, 12	1	12d
Bottle, 2 pints	2	6d
Flask, 1 pint	1	6d
Hourglass	0.3	150d
Inkwell, 2 oz	1	30d

ITEM	LB	PRICE
Jar, 1 pint	0.75	6d
Lenses	0.1	120d
Vial, 4 oz; 2"×5"	0.25	4d
Window, ft^2	3	2d
" , stained, ft^2	4	12d

GUILE

Wilful dissembling and deceptive persuasion. The character tries to convince the target of something that is false. While similar to Theatrics in its distortion of reality, Guile does not require testers to misrepresent their persona or appearance, merely the truth.

Bluffing: a litigant misleadingly arguing a case; a friend slyly influencing an ally to action.

Lying: a merchant selling false wares; a thief deceiving the town guard.

RESISTANCE

A character resists deception with the **Intrigue** skill. Note that an Empathy attribute test simply measures the perception of someone's emotional state. Thus, through a successful Empathy test, a character might notice when people seem nervous but still not realise they are lying.

HERALDRY

The knowledge of local heraldic achievements and the rules involved in their symbology. Foreign heraldry carries the same penalties used in Folklore. A Heraldry test not only measures how well the character interprets the various elements of a given achievement, but may also reveal details about the history or background of the associated individual or family. In this light, Heraldry serves as a 'nobility folklore' skill. This explains why the occupational role of *herald* in Venarive often goes beyond that of merely a scholar of achievements to include that of diplomat and interlocutor of the nobility.

HERALDIC EXECUTION

To create heraldic achievements, a character makes a **Drawing (Heraldry) Success Value** test. The SV determines the quality according to the standard table (page 61).

HERBLORE

The knowledge of plants and how to preserve and prepare them for use in **concoctions**. In feudal and imperial realms, the Apothecaries' Guild officially regulates the preservation, preparation, and selling of herbs. While apothecaries sometimes harvest the herbs themselves, they usually buy them wholesale from unguilded foragers such as hunters. Tribal and sometimes even rural herbalists work outside this paradigm, both gathering and working herbs into concoctions all on their own.

HERB FORAGING

Gathering herbs in the wild requires an Orienteering test using the Trekking Routine in Chapter 5: Adventure (page 141). The forager announces the type of herb sought and—if successful—acquires a number of doses as given on the Foraging Results table (page 147).

For each dose gathered, roll d10 to determine its potency—Mild (M), Strong (S), or Great (G). The random nature of potency reflects the rarity of the herb, the variable quality of that actually gathered, and sheer luck.

D10	POTENCY
1–6	Mild
7–9	Strong
10	Great

***Option**: make a single roll to determine the potency for all the doses gathered of the same herb.*

Once a herb is gathered, a herbalist can prepare a dose of it for use in either a *mundane* or *exotic* concoction.

MUNDANE CONCOCTIONS

A mundane concoction uses herbs as ingredients in the recipes associated with other skills, such as Brewing, Cookery, Embalming, and Perfumery. Although specific species of herbs are used in these concoctions, the game distinguishes their type simply by the applicable skill—such as 'Brewing herbs' or 'Cookery herbs'.

Apothecaries preserve and store herbs in their dry, dark workshops with a **Herblore Success Value** test. A dose loses one potency level every period equal to 30 plus SV × 10 days. When sold to various crafters (such as brewers or cooks), the Herblore ML of the *herblorist* serves as a Secondary Modifier to this crafter's *own* Success Value test. Additionally, a Strong potency herb grants a +1 SV bonus; a Great potency one, a +2 SV bonus.

***Example**: an apothecary with Herblore ML72 buys wholesale three doses of mild potency Perfumery herbs from a forager for 3d. A Herblore SV7 result indicates the herbs can be stored for up to 100 days. Before this time, the apothecary sells a dose for 12d to a perfumer with Perfumery ML81 for use as ingredients.*

Using the herbs in a scented soap recipe, the perfumer makes a Perfumery Success Value test against EML91 (ML81 plus 10 from the apothecary's *Herblore Secondary Modifier). A d100 roll of 72 (S) produces an SV8 concoction—a four-star bar of scented soap.*

EXOTIC CONCOCTIONS (POTIONS)

An exotic concoction uses herbs to create a special effect—these concoctions are called potions. Twelve examples are given in the Potions table (page 75). Foragers announce which category of herb they seek during the Trekking Routine, such as 'coagulant' or 'curative' herb.

Each general category represents a specific species on a local level. For example, *tirageyth* is the name of a plant found on the island of Hârn used to make what in the table is called a narcotic. Players may generate other unique names and versions—and even additional general categories beyond the twelve given here.

After a herb has been foraged, it loses one level of potency every 2d6 days unless preserved and stored as for mundane concoctions (above). When it loses Mild potency, the herb may no longer be used to concoct a potion.

To make a potion, follow these steps:

[1] Time: the character spends about 10 minutes preparing the herb. Such preparation might involve heating or boiling to produce a liquid, or perhaps grinding it into a paste for topical application. No workshop is required—the herbalist can usually produce the potion 'in the field'.

Multiple Doses: up to half Herblore Index doses of the same herb and potency may be made at the same time.

[2] Test: the character tests **Herblore Success Value**.

[3] Result: the effect varies according to the potion type and its herbal potency (page 75).

[4] Duration: once prepared (but not yet applied), potions lose their effect after a number of days equal to d6 plus the Herblore Index of the character who made them.

[5] Application: each potion entry describes how it is applied—most are simply ingested. A poultice is applied as part of a Treatment Roll (page 178).

CONCOCTION PRICES

Unlike the arcane practice of alchemy, preparing mundane and even exotic concoctions requires very little outlay in equipment. The following table lists the typical prices of concoctions, according to the potency of the herbs used:

HERBAL CONCOCTION PRICES (1 DOSE)

POTENCY	WHOLESALE	RETAIL (INGREDIENT)		POTION
Mild	1d	4d	(1d8)d	16d
Strong	3d	12d	(3d8)d	48d
Great	30d	120d	(3d8 × 10)d	480d

WHOLESALE: the typical wholesale price charged by a forager to a herbalist, such as an apothecary. If the herbalist is also the forager, then there is no cost.

RETAIL (INGREDIENT): the typical retail price charged by a herbalist to a professional for use as ingredients in mundane concoctions. As a variable option, use the indicated dice array to generate the retail price.

POTION: the retail price charged by a herbalist to customers. To randomize the potion price, multiply the ingredient dice result by four.

POTIONS

ANTIVENIN

Treats venomous bites and stings.

APPLICATION
Ingested.

EFFECT
Ingester receives a bonus to Course Rolls starting from the amount of time given below. The bonus lasts until the poison or toxin runs its course:

Ⓜ SV bonus in 10 minutes.

Ⓢ SV×2 bonus in one minute.

Ⓖ SV×4 bonus in one round

APHRODISIAC

Stimulates sexual desire.

APPLICATION
Ingested.

EFFECT
Ingester has a penalty to resist Charm (seduction) tests (four-hour longevity):

Ⓜ SV penalty.

Ⓢ SV×2 penalty.

Ⓖ SV×4 penalty.

AROMATIC

Imparts a pleasant and distinctive smell.

APPLICATION
Perfume.

EFFECT
The recipient receives a bonus to Charm (four-hour longevity):

Ⓜ SV bonus.

Ⓢ SV×2 bonus.

Ⓖ SV×4 bonus.

COAGULANT

Promotes blood-clotting.

APPLICATION
Poultice applied to a single bleeding injury.

EFFECT
Recipient receives a bonus to the injury's Bleeding Rolls (ten-minute longevity):

Ⓜ SV bonus.

Ⓢ SV×2 bonus.

Ⓖ SV×4 bonus.

CURATIVE

Improves a single injury's healing.

APPLICATION
Poultice applied to a single injury. Area Injuries require five doses.

EFFECT
Recipient receives a bonus to the injury's Healing & Infection Rolls throughout recovery:

Ⓜ SV bonus.

Ⓢ SV×2 bonus.

Ⓖ SV×4 bonus.

EMETIC

Induces vomiting.

APPLICATION
Ingested.

EFFECT
d6 rounds after ingesting the potion, the ingester makes a Shock Roll against Shock Index 7 with a penalty according to the emetic's potency:

Ⓜ SV penalty.

Ⓢ SV×2 penalty.

Ⓖ SV×4 penalty.

HALLUCINOGENIC

Alters perception, thoughts, emotions.

APPLICATION
Smoked or ingested.

EFFECT
Recipient makes a Lucid Dream check in 10 minutes (page 292). If applied during a Trance, the potion Lifts the Veil in 15 – SV minutes and gives this bonus:

Ⓜ SV Transcendence Roll bonus.

Ⓢ SV×2 Transcendence Roll bonus.

Ⓖ SV×4 Transcendence Roll bonus.

NARCOTIC

Deadens pain.

APPLICATION
Ingested.

EFFECT
Recipient receives the bonus below to Shock Rolls. Apply half this amount as a penalty to Move, Agility, and Agility-based skills (four-hour longevity):

Ⓜ SV bonus.

Ⓢ SV×2 bonus.

Ⓖ SV×4 bonus.

PARALYTIC

Induces paralysis (page 184).

APPLICATION
Ingested. If applied as paste to a weapon, an injured target has +20 bonus to the END test.

EFFECT
Target makes END test at the given penalty or is paralysed for one hour after the listed time:

Ⓜ SV test penalty in 10 minutes.

Ⓢ SV×2 test penalty in 1 minute.

Ⓖ SV×4 test penalty in 1 round.

POISON

Causes illness or death.

APPLICATION
Ingested. Can also be applied as a paste to a weapon, but the target receives a +20 bonus to the Resistance Roll.

EFFECT
Target is poisoned. See Poison & Toxin (page 186).

Ⓜ HR4 virulence (15 – SV hours).

Ⓢ HR3 virulence (15 – SV minutes).

Ⓖ HR4 virulence (15 – SV rounds).

SOPORIFIC

Induces weariness and sleep.

APPLICATION
Ingested.

EFFECT
Recipient makes an **Endurance Success Value** test:

Ⓜ Within minutes equal to the END SV, recipient accrues weariness fatigue equal to the potion's SV×2 bonus.

Ⓢ ...plus INC in END SV minutes

Ⓖ ... plus UNC in END SV rounds.

STIMULANT

Increases activity of the central nervous system.

APPLICATION
Ingested.

EFFECT
Ingester receives a bonus to Initiative and Awareness (one-hour longevity):

Ⓜ SV bonus

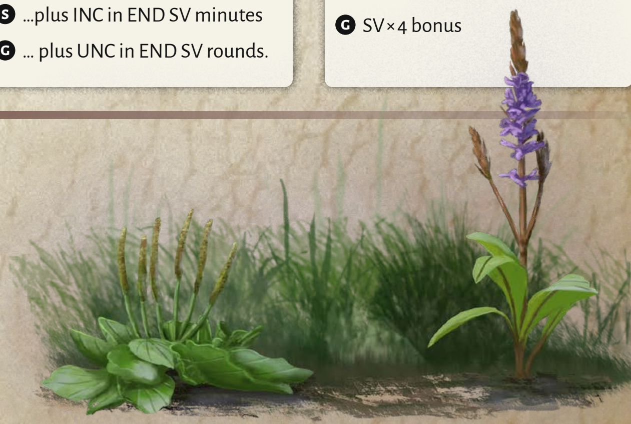
Ⓢ SV×2 bonus

Ⓖ SV×4 bonus

APPLICATION: how the potion takes effect. Most are ingested (some as smoke); others are applied to the skin as a poultice . When a paste is adhered to a blade or broadhead projectile, the potion only takes effect when the weapon's edge or point aspect impact achieves a non-Glancing Blow injuring strike.

EFFECT: what the potion does. **Longevity** is the time increment for the **potency** to stage down one level after application (Great to Strong; Strong to Mild; and Mild to no effect). Thus, applied Great potions last one increment at each potency.

ⓂⓈⓖ: herbal potency (Mild, Strong, or Great). An SV Test refers to the preparation Herblore test in step 2 (page 74). Some refer to Healing Rate (HR); or Shock State, such as incapacitation (INC) or unconsciousness (UNC).



HIDEWORKING

The ability to cure furs and hides and produce leather goods. The table below lists the production COST and TIME to make a selection of items in a Hideworking workshop. A **Hideworking Success Value** test determines the quality (page 61). Characters also use Hideworking to make leather armour and as a Secondary Modifier in the crafting of Kurbul and scale armour—see Making Armour (page 89).

LEATHER ITEM	COST	TIME
Backpack, 30 lb	18d	30h
Bag, 15 lb	8d	10h
Belt pouch, 5 lb	2½d	5h
Book binding	5d	40h
Bow case	10d	20h
Waterskin, 2 qt	9d	50h

RAWHIDE ITEM	COST	TIME
Quiver, 24 arrows	7d	15h
Quiver, 12 arrows	4d	10h
Saddle, riding	18d	150h
Saddle, war	36d	300h
Sling	½d	5h
Whip	4d	25h

INITIATIVE

A character's battle experience, morale, and discipline. While everyone expresses a certain 'animal instinct' (anyone may test it at SM3), Initiative improves through training and direct involvement in fights.

Having the upper hand during a battle depends in part on speed and reaction time, but this physicality is measured in the Melee skill through its Dexterity and Agility skill base. By contrast, the combatant exhibiting the greatest fighting spirit and better judgement usually has the greater advantage. Even pure weapon skill depends on the ability to apply it coolly and efficiently.

To this end, the Initiative skill is featured in two important rules: Initiative Rank and Morale.

Initiative Rank: characters take actions during the combat round in order of highest Initiative ML. This Initiative Rank (IR) holds regardless of the character's injury or morale status.

Morale: sometimes during a battle characters must test Initiative to measure their state of readiness and aggression. Such Morale Rolls often happen as a response to witnessing the vanquishing of allies. The prospect of a high-Initiative character failing a morale check and a low-Initiative character succeeding, both in response to the very same condition, is improbable but also realistic—the psyche's response to violent stress can be unpredictable.

INITIATIVE [SHOCK]

How well a character reacts to physical injury caused by violent attack is a measure of battle experience, body size, and conditioning. Shock is a subskill of Initiative and is tested when a Shock Roll or Shock Reroll (page 169) is called for. It has its own unique Skill Base (SB) of STR and END but uses the Skill Multiple (SM) of Initiative.

INTRIGUE

The ability to sense motives and the knack for general conspiracy. Intrigue has two applications, one on an immediate, personal scale, and the other involving larger social settings. Both depend on one's natural emotional (EMP) and rational (REA) interpretive powers.

DISCERNMENT

Characters use the Intrigue skill to resist Guile and Theatrics—for detection of lies, bluffs, and assumed personas. The Success Levels of an opposed roll determine the outcome (page 138). Such discernment takes place quickly, from a few seconds up to perhaps several minutes.

The Physical Group skill Awareness measures the character's alertness to the physical environment; Intrigue reflects psychological awareness.

CONSPIRACY

Characters also use the Intrigue skill in a broader way to measure the ability to conspire within a social group or subculture over a longer period (page 139).

JEWELCRAFT

Gem-cutting, goldsmithing, silversmithing, jewellery-making and fine metalwork. Pieces of jewellery can take many forms—a ring, amulet, necklace, bracelet, broach, or more rarely a tiara or statuette. They usually weigh around 2d6 ounces—up to triple that for larger items (statuette or crown) or half for smaller pieces (ring, earrings). Cut gems either on their own or as adornment for another piece of jewellery are also common. A **Jewelcraft Success Value** test determines the resulting quality (page 61). The time required can be quite variable—assume 3d6 days as typical.

The price for a piece of finished jewellery equals the weight of its base form times the price per ounce (PR/OZ) of its material (a third of this amount equals the jeweller's own cost). Often the jewellery will also be adorned with 1d6 cut gems, further increasing its final price by the *square* of the gem's weight in carats (CT) times the listed value (VALUE). Thus, an 8-ct pearl has a 640-d value.

D100*	JEWELLERY	PR/OZ
01–10	Amber	50d
11–15	Bone/Horn	1d
16–18	Brass	1d
19–20	Bronze/Copper	1d
21–25	Glass	6d
26–44	Gold	1200d
45–54	Ivory	16d
55–59	Jade	500d
60–64	Pewter	1d
65	Truesilver	7500d
66–00	Silver	60d

*For generating random jewellery.

GEM	CT†	VALUE
Agate	3d6	10d
Amber	3d6	2d
Diamond	1d6	800d
Emerald	1d6	700d
Opal	3d6	80d
Pearl	3d6	10d
Quartz	3d6	5d
Ruby	1d6	1000d
Sapphire	1d6	900d
Topaz (yellow)	1d6	600d

†One ounce equals 142 carats.

JUMPING

Characters may jump *horizontally* a number of feet equal to the SV of a **Jumping Success Value** test plus five. Each five-foot run-up on the same turn of the leap adds one foot (up to a maximum bonus derived from a Full Move).

Characters may jump *vertically* and reach up with a hand a number of feet equal to half the SV of a **Jumping Success Value** plus their height (retain fractions). Grasping an object at this point might also require a Dexterity test.

Distances jumped are subsumed into the total amount moved for the turn (page 160). A CF induces a Stumble Mishap (page 161) before the leap—any success allows the leap to take place (proceed to figuring the SV).

LANGUAGE per Language

The fluency of expression and understanding a character has in a given language. Each language is a separate skill.

COMMUNICATION

All native speakers are technically 'fluent', so Language ML describes the *complexity* to which a character may express or understand a concept—whether in a native or foreign tongue. When two characters communicate, the lesser of their two Indexes (IND) establishes the level of complexity:

IND	COMPLEXITY	DESCRIPTION
0–2	Limited	Simple questions and answers · narrow vocabulary · ungrammatical or halting speech
3–5	Basic	Routine social interactions · non-specialised vocabulary · average native (*farmer, labourer*)
6–7	Advanced	Intricate social interactions · specialised vocabulary · upper classes (*noble, priest*)
8+	Profound	Erudite and detailed vocabulary · all concepts · learned folk (*scholar, Shèk-Pvâr, herald*)

The language complexity mastered may limit the effectiveness of Persuasion skills. For example, a character testing Guile with only Limited fluency in a language could make the deception by using only short, simple phrases.

Mutual Intelligibility: understanding is possible between certain different languages (see Appendix II, page 424).

FOREIGN ACCENT

To measure how strong an accent characters have in a foreign language, multiply ELO Index × Language Index.

FOREIGN ACCENT	
01–19	Heavy
20–29	Noticeable
30–39	Slight
40+	None

***Example**: a character with Eloquence 12 knows a foreign language at ML22. The accent is quite heavy (Index 6 × Index 2 = 12). After attaining advanced fluency years later (Index 6), the accent becomes slight (6 × 6 = 36).*

LAW

Knowledge of the law of the character's own society and culture. A Law test measures how much the character potentially knows about a wide range of topics—clan and vendetta law, feudal and royal justice, and the complex rules of the guild-influenced towns. Religious practices—canon laws—fall under the respective Ritual skill.

Making a formal argument verbally requires a Discourse (Law) persuasion test. To prepare a writ, the litigant follows the Writing Routine (page 132), with Law skill providing the Subject Index. Such documents are often dictated to a professional scribe.

For tests pertaining to foreign laws, the character must include the appropriate foreign penalties, as described in the Folklore entry (page 73).

LEGERDEMAIN

The very specialised ability to perform intricate hand–eye coordinated feats. Similar to the relationship between (specialised) Acrobatics and (general) Agility, Legerdemain covers the specific tasks of sleight of hand, purse cutting, and juggling, while, by contrast, Dexterity tests measure tasks anyone may attempt, such as catching an object or grabbing a ledge to prevent a fall.

While each application of Legerdemain is somewhat unique, a character skilled in one of them often trains by practicing the others, or at the very least is able to develop new applications quickly. Therefore, it is assumed Legerdemain skill allows testing of any difficult or complicated hand–eye manoeuvre.

SLEIGHT OF HAND

Tasks such as palming an object or picking another's pockets are simply an opposed test between Legerdemain and the target's Awareness. A Legerdemain success means the feat is accomplished. A successful Awareness test with a success level exceeding Legerdemain's (break ties) means the sleight of hand was noticed regardless of whether it was successful or not.

If the situation warrants it, preparatory skills such as Stealth (to sneak up on the target silently) or Guile (to distract the target conversationally) may lend Secondary Modifiers to the Legerdemain test.

ENTERTAINMENT

Using Legerdemain to entertain, for instance as juggling, requires a Success Value test, the result of which may be applied as a persuasion modifier, as with Dancing.

OTHER BENEFITS

Dexterity: Legerdemain may be used in Dexterity tests, and in place of Dexterity Secondary Mastery (page 62).

Throwing: characters receive a bonus to throwing tests equal to Legerdemain Index × 2.

LOCKCRAFT

The knowledge of locks and small, delicate mechanisms. Every such object has a Complexity of 1–9. Characters may test **Lockcraft** ML to determine this rating. Although warded and tumbler locks on chests and doors do exist, padlocks are more common.

PICKING LOCKS

Each attempt to pick a lock with proper lockpicks takes 3d6 rounds (15 to 90 seconds). The lock's Complexity × 10 is applied as a penalty to Lockcraft *Mastery Level*; if ML is reduced to zero or less, no attempt is allowed. If able, the character tests this adjusted **Lockcraft** ML, with fatigue and applicable impairment penalties applied to EML. The 3d6 rounds are rolled *after* the test (a CS reduces them).

	LOCKCRAFT
CF	**COMPLICATION**: lock does not open. The picker suffers a –20 Mastery Level penalty to subsequent attempts, cumulative with the lock's Complexity penalty and later CF results.
F	**FAILURE**: lock does not open. Picker may make another attempt.
S	**SUCCESS**: lock opens.
CS	**FAST PICK**: lock opens in half the rounds, reflecting a measure of luck or implying a quick 'raking' technique with some locks.

CRAFTING LOCKS

Making a lock or delicate mechanism requires a Lockcraft workshop and a **Lockcraft (Metalcraft) Success Value** test using steps 1–5 for Making Weapons (page 88). An SV less than 3 is junk (2d6 days lost). An SV3–4 may produce an item of 1–4 Complexity; each MWS allows one extra point. The cost in pennies and time are based on the Complexity chosen. Such items can be sold for six times their Cost.

COMPLEXITY:	1	2	3	4	5	6	7	8	9
Cost:	2d	3d	4d	6d	12d	24d	36d	60d	120d
Time (hours):	50	75	100	150	240	400	450	600	1000

MASONRY

The ability to quarry, carve, and lay stone. Characters make a **Masonry Success Value** test to construct simple objects, such as a stone wall bordering a field or a stone carving. Constructing buildings, keeps, and other large or complicated edifices first requires an **Engineering** Design Roll (page 70), the result of which modifies the SV of the subsequent Masonry test, below.

The base time and cost to complete varies by structure. Most stone buildings also incorporate the Woodworking skill of a master woodcrafter as a Secondary Modifier.

STRUCTURE*	MONTHS	COST	SKILL TEST
Castle, large	15,700	£9400	Masonry (Woodworking)
Castle, medium	4,700	£2800	Masonry (Woodworking)
Castle, small	1,600	£1000	Masonry (Woodworking)
Keep, large	3,500	£2100	Masonry (Woodworking)
Keep, medium	700	£410	Masonry (Woodworking)
Keep, small	300	£175	Masonry (Woodworking)
Manor house, large	147	£88	Masonry (Woodworking)
Manor house, small	83	£50	Masonry (Woodworking)
Mill, large	14	£8	Masonry (Woodworking)
Mill, small	7	£4	Masonry (Woodworking)
Townhouse, exclusive	83	£50	Masonry (Woodworking)
Wall, stone (10'×11'×5')	8	£5	Masonry

* *See pages 124–125 for more detailed description of each structure.*

The number of months assumes one worker—divide this period by the actual number employed. A work-month has 24 days and a work-year consists of 9 months. Thus, building a large castle with 100 workers takes over 17 years.

CONSTRUCTION ROLL

Halfway through the project, make a Construction Roll. This is a **Success Value** test of the **averaged Masonry** *of the workers*, adjusted by the Secondary Modifier of any required Woodworking ML of a single master. The resulting SV, adjusted by the preceding Design Roll, is used to determine the multiplier to the final time and cost:

CONSTRUCTION ROLL

SV	TIME	COST
≤ 2	×1.4	×1.3
3–4	×1.3	×1.2
5	×1.2	×1.1
6	×1.1	×1.0
7	×1.0	×1.0
8	×0.9	×1.0
9+	×0.8	×0.9

Example*: the small keep designed on page 70 that resulted in a +1 SV will now be built. The 20 workers have an averaged Masonry ML68 and a single master has Woodworking ML62. The Construction Roll is against* ***EML73*** *(ML68 + 5); the dice roll is 70 (CS), producing SV7. The +1 SV from the design raises this to SV8, resulting in 270 worker-months and £175 to finish. The crew of 20 completes the keep in 13 months, 12 days.*

WOODEN STRUCTURES

For making all-wooden siege engines, buildings, and walls, see the Woodworking skill.

MATHEMATICS

The ability to make calculations with numbers and the capacity for logical analysis. While a Reasoning attribute test allows for simple counting and feats of memory, the use of Mathematics can solve problems of arithmetic, algebra, and perhaps even more complicated branches. Such uses require a **Mathematics Success Value** test to reach the level of complexity of a given problem:

SV	PROBLEM
≤ 0	Counting
1–3	Arithmetic
4–6	Algebra

SV	PROBLEM
7	Geometry
8	Trigonometry
9+	Probability

Such direct uses of Mathematics rarely arise in the game. Instead, several other skills often incorporate Mathematics as a Secondary Roll or require it in special applications.

Alchemy: computing the formulae for determining the proper measurements of ingredients and their effects.

Astrology: the detailed equations associated with astronomy, including esoteric applications of geometry, trigonometry, and probability.

Mercantilism: the proper tabulation of account books and the accurate figuring of monetary transactions.

Pilot: the calculations made in dead reckoning navigation.

LOGIC

Mathematics also measures training in logic—or at least a greater emphasis on it than otherwise represented by the Reasoning attribute alone. When making a Reasoning test to analyse something, the character may substitute Mathematics if it has a higher ML. This replacement is not allowed in all such instances—usually only those involving design or conceptualisation.

CYPHERS

Important messages can be disguised in codes, some with quite elaborate systems. Priests of Save-K'nor often specialise in both designing and deciphering them.

Design: to create a cypher, follow the Writing Routine (page 132), including specifying a Language and Script. Subject Index equals the author's Mathematics Index; note the resulting Insight stars. Practical codes are often short, so Length reflects the cypher's elaborateness. Craft tests are required if the cypher takes a special physical shape.

Deciphering: recipients usually have been provided with a *key* that allows for automatic comprehension if they simply achieve a Reading roll of at least SV3 (page 61). Without the key, readers roll a number of d10 equal to the Reading roll star result against a TN equal to *their own* Mathematics Index. They decipher the message with a number of successes that at least equals the *cypher's* Insight stars.

MELEE

The Melee skill represents the ability to engage in hand-to-hand combat, whether armed or unarmed. It involves hand coordination (DEX) and overall body control (AGL). Even untrained characters may express it to a certain level when desperation compels them—Melee may be used untrained at SM2. Note that the *power* with which specific blows land is measured by the Strength attribute. Melee skill measures the strike's *precision*.

An experienced warrior can wield any object (or none) without a severe loss in efficiency due to weapon types. That is not to say that all weapons behave the same way; rather, that a fighter's training does not widely vary according to the particular implement used.

MELEE WEAPON GROUPS

Although the general skill of melee fighting outweighs the marginal gains of particular specialisation, HMK does recognise eight melee weapon groups: axes, clubs, flails, knives, polearms, shields, swords, and unarmed. Most weapons of the same group exhibit certain innate qualities that affect their use by all combatants, whether experienced or not. Chapter 4: Possessions describes such qualities for each weapon group (page 98).

Exotic weapon penalty: if a weapon requires specialised use and is also foreign to a given character's culture, then the wielder suffers a –10 penalty to tests. The GM could rule that the penalty is removed after a period of time (30 days) or with the next +1 ML to Melee skill (page 413).

Expertise option: during generation, highly trained characters could have the option to dedicate extra Mastery Boosts to an individual weapon group, at the cost of others. Gaming groups can further choose to *require* such expertise development according to the eight weapon groups, beginning after SM4 (page 92).

MELEE [DODGE]

Avoiding a melee attack just by ducking or sidestepping requires experience, speed, and keen senses. Whereas the Block and Counterstrike defences test Melee skill, the dodge defence tests the Dodge subskill of Melee (Dodge has its own Skill Base but uses the Skill Multiple of Melee).

Melee strikes and blocks already involve a substantial amount of footwork in manoeuvring and positioning. However, the Dodge skill represents something more radically evasive—the body's complete avoidance of a strike. The challenge of doing this in close-quarter fighting is reflected in the rule that requires Dodge tests to win successful tiebreaks to avoid the attack (page 166).

Evading: missile attack penalty versus evaders equals five times their *Effective* Dodge Index (figured from Dodge ML reduced by fatigue, impairment, and encumbrance).

MERCANTILISM

The ability to evaluate the quality and price of trade goods, and the knowledge of trade routes and markets. While merchants likely, in practice, specialise in specific commodities—cloth, metalware, pottery—Mercantilism allows for a broad application in relation to the character's heritage, especially at its introductory levels. Foreign penalties should apply when employing Mercantilism in another culture (see Folklore, page 73).

If using the expertise option (page 92), Mercantilism skill is divided into groups named chiefly according to the Lore or Craft skill associated with its commodities (additional expertises not based on skills may be added):

MERCANTILISM EXPERTISES

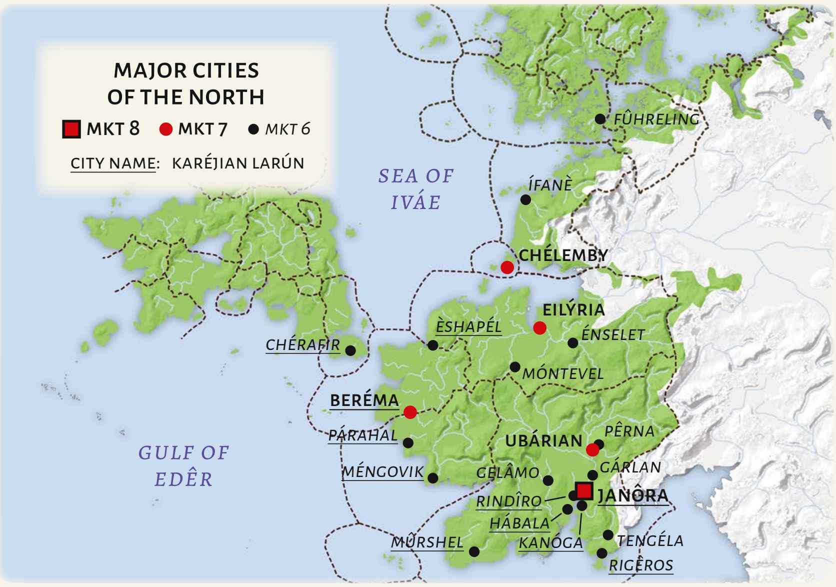
- Agriculture
- Animalcraft
- Brewing
- Ceramics
- Fishing
- Fletching
- Glassworking
- Herblore
- Hideworking
- Jewelcraft
- Lockcraft
- Masonry
- Metalcraft
- Milling
- Mineralogy
- Perfumery
- Shipwright
- Textilecraft
- Timbercraft
- Weaponcraft
- Woodworking

MAJOR CITIES OF THE NORTH

Urban settlements have a Market Size (MKT) from 1 to 9, a composite rating of population, proximity to trade routes, and geography. All cities with MKT6–9 located in the north of Venarive are shown on the above map. While the largest settlement by population is Ubarian (42,000, MKT 7), in central Trierzon, the greatest market is the port city of Janora (32,000, MKT 8), just 50 miles to Ubarian's south.

Karéjian Larún: the city-states in the Karejian Region of the eastern Venarian Sea are famous for their fleets of merchant and escort galleys that set sail every year to ports throughout Venarive. Each such *larun* is named after its destination settlement, eleven of which are located in the far northern waters, their names underlined on the map.

The home city-state of the Larun of Berema is Livelis, one of the greatest urban settlements in all of Venarive (see its location on the VENARIVE map, page 12). The annual voyage of its larun to Berema covers over 3,000 miles, taking the fleet nearly two months of total days at sea, increased by several provisioning stops along the way. The largest fleet to make the long trip to the north is the Larun of Janora, consisting of a dozen 150-foot galleys and a handful of smaller war vessels. All of these larun are of great economic and cultural importance for both the Karejian city-states and their destination realms.



METALCRAFT

The production of commonplace metallic tools and household items—a selection is shown below. Quality is determined with a **Metalcraft Success Value** test (page 61) after expending the given COST and TIME. When making a weapon [M], follow the routine on page 88. The skill is also a Secondary Modifier in making metal armour (page 89).

ITEM	COST	TIME
Axe, wood [M]	9d	10h
Axle, wagon	6d	15h
Branding Iron	4d	15h
Cauldron, 10 gal.	13d	50h
Chain, 3 ft (500 lb)	2d	10h
Crowbar	5d	10h
Fetters	3d	15h
Goblet, pewter	1¼d	5h
Grainflail [M]	6d	25h
Grappling Hook	5d	40h
Hammer	2d	10h
Hatchet [M]	3d	10h
Horseshoes, 4	2½d	10h
Knife [M]	3d	10h
Pan, copper	10d	20h
Pickaxe [M]	12d	20h
Pitchfork [M]	4d	10h
Pitons, iron, 6	3d	10h
Plate, pewter	1¾d	10h
Plate, tin	2½d	10h
Ploughshare	15d	60h
Scythe	6d	30d
Sickle [M]	3d	20h
Spade/Shovel	3d	15h
Spikes/Nails, 24	1¼d	5h
Surgery tools	10d	50h

MILLING

Milling grain and baking bread. Folk in temperate Venarive consume about 75% of their calories from grain (wheat, rye, barley). One mill satisfies the demand for each typical manor of around 20 households. The five adults and children of a typical household require about 36 bushels yearly; it is this 40,000 lbs of grain the miller must grind. A yearly **Milling Success Value** test may estimate any variation from this baseline output.

Baking Bread: millers often bake bread for the community. Test **Cookery Success Value** for quality (page 61).

MINERALOGY

Knowledge of simple chemistry, geology, prospecting, mineworking, and refining. Mineralogy often serves as a Secondary Modifier in the tests of other skills, such as Alchemy and Weaponcraft. Characters may also test Mineralogy to identify inorganic substances.

MINERAL	PRICE/LB
Brass	3d
Bronze	4d
Copper	4d
Gold	6400d
Iron	1d
Lead	1d
Silver	320d
Steel	2d
Tin	3d
Zinc	16d

GEM (UNCUT)	PRICE/CAR
Agate	2d
Amber	2f
Diamond	160d
Emerald	140d
Opal	16d
Pearl	2d
Quartz	1d
Ruby	200d
Sapphire	180d
Topaz	2d

MIXTURES

Exotic concoctions made with the Mineralogy skill are called *mixtures*. Here are two examples, often fashioned into ‘grenades’ and thrown (page 110):

Fire Pot (Glass Jar, 1 pt): a mixture of pitch, sulphur, resin, and oil; ignited and thrown by hand or hurled with a staff sling. Upon landing, the glass jar breaks and engulfs a 5-foot diameter with fire. A target in the same space suffers an Area attack of d4+4 Fire impact.

Quicklime Pot (Ceramic Pot, 2 qt): limestone cooked into calcium oxide; the broken pot explodes into a powdery 10-foot diameter caustic cloud of lime. Usually hurled by a small siege engine, the large pot could also be lobbed short distances by hand. Targets within the cloud are incapacitated (INC) from choking and blindness (Shock Reroll 2d3 rounds later; page 169).

Take the following steps to fashion a mixture:

[1] Time: one day to prepare either type, in quantities essentially capped only by the budget. Fire Pots cost 12d to make; Quicklime Pots cost 24d.

[2] Test: make a **Mineralogy Success Value** test.

[3] Result: the SV itself serves as a d10 Target Number for when the pot is later actually used (see step 5).

[4] Duration: once prepared, such mixtures have an indefinite duration, although certain conditions might ruin or set them off. A successful d10 roll against the TN avoids such triggers.

[5] Application: when thrown or hurled, make a d10 roll against the TN. Failure means a Fire Pot does only d4+2 Fire impact; or a Quicklime Pot allows Shock Reroll d3 rounds later. Pots fashioned from a CF SV test in step 2 are, instead, duds if this d10 roll fails.

MUSICIAN per Category (one instrument)

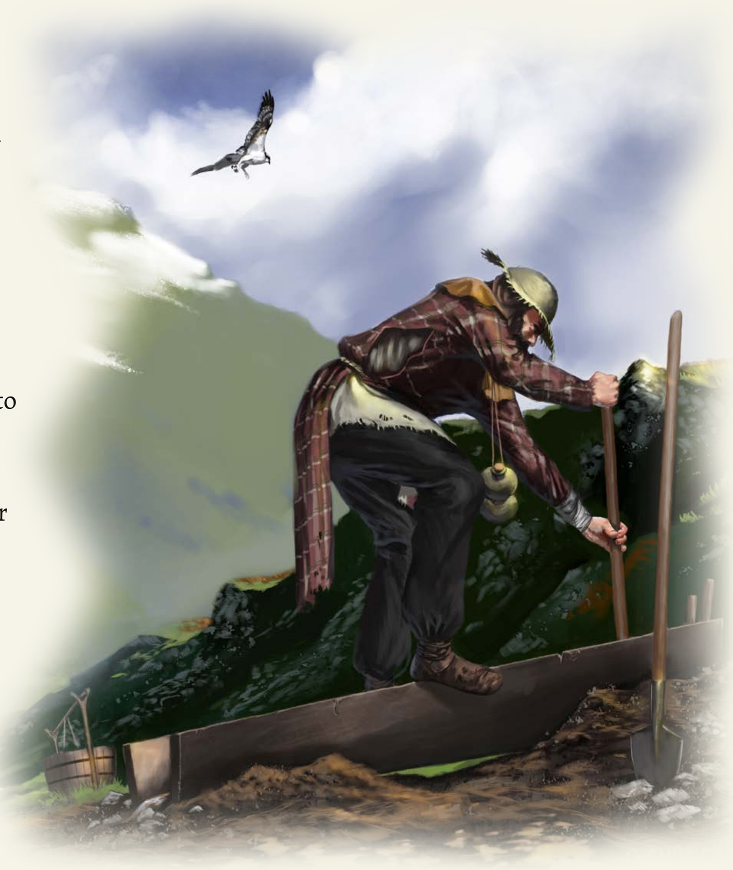
The ability to play instruments according to three general categories: Percussion (P), String (S), and Wind (W). The following table lists several examples found in Venarive:

CATEGORY	INSTRUMENT EXAMPLES	P	S	W
Percussion	Cymbals · Tabor · Tambourine	0	–40	–40
String	Fiddle · Harp · Lute · Zither	–10	–20	–40
Wind	Flute · Horn · Shawm · Recorder	–10	–40	–20

Musician ML measures the ability in *one instrument* within a single group. The above table lists the *Mastery Level* modifiers for playing other instruments in the same or a different group (P, S, W). If the given penalty reduces ML to zero or less, then the character cannot play the instrument. The ML of individual instruments in these other categories may be developed on their own from the penalised level.

A **Musician Success Value** test measures aesthetic quality, affecting Persuasion as for Dancing (page 68).

Example: *Obris has Musician ML36 and lute in the string (S) category is selected as his instrument. This also gives him ML16 with fiddles, harps, and zithers (–20 penalty), and ML23 in all percussion group instruments (–10 penalty). He cannot play wind instruments at all, because the –40 penalty reduces his ML36 to less than zero. Obris could begin separate mastery of the fiddle, for example, beginning at the current ML16.*



PERCEPTION

The physical attribute that measures a character's sense of eyesight, hearing, and smell/taste. When *undistracted* and focused, characters may test either Perception or Awareness. If *distracted* or under stress, they must test Awareness. Perception tests are usually unopposed but become opposed against targets using Stealth (page 84).

The GM logically determines whether a modifier applies to all senses or just one. For instance, fatigue penalty affects all of them, but an impairment penalty from an eye injury would only modify vision tests.

See also Senses in Advice & Options (page 93).

PERFUMERY

The skill for creating perfumes, soaps, and incense made of herbal and mineral ingredients. Costs are 80% of their listed PRICE, below. Each day, perfumers may sell items of a total price equal to the star result of a **Perfumery Success Value** test (page 61) multiplied by the square of the MKT size of the settlement (with no MKT size, multiply by 0.5).

ITEM	OZ	PRICE
Incense	16	8d
Oil, cinnamon	1	60d
Oil, myrtle	1	25d
Oil, rose	1	20d

ITEM	OZ	PRICE
Perfume, cheap	1	12d
Perfume, typical	1	48d
Perfume, nice	1	120d
Soap	1	2d

PHYSICIAN

The ability to heal injury and ailments (page 177).

SURGERY

The EXTRACTION and SURGERY treatments must include Dexterity Secondary Modifier in the Physician test.

VETERINARY TASK

Characters treat animals with a **Physician** test minus 10, offset by a positive Animalcraft Secondary Modifier.

PILOTING

The ability to navigate a ship. The Voyage Routine in CHAPTER 5: ADVENTURE (page 151) offers a simple way to resolve sea journeys. *MARITIME RULES* goes into more detail about vessels, navigation, and sailing.

WEATHER LORE

A character may test Piloting to predict the weather's temperature, precipitation, and wind for the next four-hour watch. Resolve using the procedure as described in the Agriculture skill entry (page 64).

CF: unknown	**F**: incomplete	**S**: general	**CS**: specific

PVÂRISM

The practice of magic through the six binding elemental templates of earth, metal, fire, air, aura, and water. See CHAPTER 6: THE MYSTERIES (page 195).

REASONING

The mental attribute that measures a character's logic and memory. It is the primary attribute of most Lore skills and an important element in many Nature skills.

MEMORY

Recognising pieces of information the character might recall (when the player does not or could not) requires a Reasoning test. While it should not overshadow the player's own participation, eschewing such memory tests is not unlike requiring players to exhibit swordsmanship instead of testing their character's Melee.

KNOWLEDGE

Craft and Physical group skills measure a tangible, practical performance in an endeavour. However, to test 'theory' or general knowledge of the same skill, a character could test Reasoning with the corresponding Craft or Physical skill as a Secondary Modifier.

Example*: a character tests Hideworking ML68 to make leather goods. However, knowing the history of the craft—or perhaps recognising the value of a special piece—is a Reasoning (Hideworking) test. With REA11, this becomes an EML60 test: ML55 + 5 from Hideworking's ML68 Secondary Modifier.*

RIDING

While just about anyone can stay atop a slow-moving steed, acquiring the necessary connection (Empathy) and grace (Agility) to control one in the middle of a loud and volatile battle takes a great deal of training. Complicated or dangerous moves outside of combat require equal skill.

CHAPTER 5: ADVENTURE explains how the rider's and mount's skills interact (page 172). CHAPTER 7: BESTIARY details the characteristics of mounts, which vary according to type or breed (page 354).

RITUAL per Religion

A character's knowledge of the beliefs and practices of a religion. Each religion has its own Ritual skill. Published material places the religion's name first ('Peoni Ritual').

PANTHEONS

A religion is usually one among several in a given culture. While they must develop a Ritual ML separately for each one, characters may test Folklore to measure a broad grasp of the other religions within the shared pantheon.

RUNECRAFT

The interpretation of Fate (divination) as manifested in the casting of runestones, a technique native to the Kuzhai and Ivinians. See Chapter 6: the Mysteries (page 281).

SCRIPT per Script

A character's ability to scribe and read a given writing system. Languages may lack written form or may be represented in one or more systems; and the same script might be used for several languages. To read a language, one must have both the relevant Language and Script skills (see the complete list for Venarive in Appendix ii).

Retests: tasks may be retested for the same work only after Script (*scribing*) or Language (*reading*) increases by 10 ML.

SCRIBING

Characters measure *notation legibility* with a **Script (Language · Drawing) Success Value** test. For copying an extant work, a **Drawing SV** test (–2 SV) is a second option.

Dictation: a scribe receiving dictation from the work's author has –20 penalty to the Script test.

SV	SCRIBING SUCCESS VALUE TEST
≤4	**UNCLEAR:** –5 penalty to Language (Script) SV tests to read for each scribing SV below 4 (maximum –20 penalty).
5 ☆1	**CLEAR:** no penalty to the reading test. Stars can be assigned to increase the base sale value of a text (*tract*, *treatise*, or *disquisition*) by 10% from greater aesthetics, such as illumination. When copying a work, each star can also be selected to reduce Time by 10% (see page 132 sidebar).
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

READING

Reading takes about five minutes per literal 10"×14" page (but often longer to uncover Insights). A **Language (Script) Success Value** test measures the character's *comprehension*.

Legibility: the scribing lends a 0 to –20 modifier (above).

Condition: the text's physical state modifies SV: *damaged* (–2 SV); *degraded* (–1 SV); or *pristine* (0).

SV	LANGUAGE (SCRIPT) SUCCESS VALUE TEST
≤0	**NONE:** script merely recognised but nothing understood.
1–2	**LIMITED:** *missive's* general subject understood but not a *text's*.
3–4	**BASIC:** simple *missive* understood word for word, but only the general subject of a longer *missive* or a *text*.
5 ☆1	**ADVANCED:** work is understood. Each star can be assigned to reduce reading time by 10% or (for *texts* only) to roll one d10 against a TN equal to the Index the reader has in the skill Subject employed by the author. For each success, the reader uncovers one Insight star (page 132), if any (see also below).
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

Insight Time: gaining each Insight beyond the first takes d6 more days of reflection. Insight stars can be traded out to remove such dice. A successful CRE test also halves (S) or quarters (CS) such Insight days.

SEAMANSHIP

Familiarity with handling a ship or boat and knowledge of marine animals and plants. For voyages, a **Seafaring** group skill is created from the average of the crew's Seamanship ML and the pilot's Piloting skill as a Secondary Modifier. Seafaring helps determine the trip's outcome, as explained in the Voyage Routine (page 151).

To measure sail-setting and ropework in the short term—perhaps during five-second combat rounds—test Seamanship with Strength, Dexterity, or Climbing as a Secondary Modifier, depending upon the task.

MARITIME DISCIPLINE

Leaders apply the Secondary Modifier of Seamanship ML to Persuasion skill tests (page 137) that are directed at a group of sailors while aboard a vessel. Mariners are a clannish lot, not easily swayed by fumbling landlubbers.

ROWING

Some tasks on water might not even require Seamanship. Rowing a boat is resolved with a **Strength (Seamanship SR) Success Value** test, with a successful SR adding one SV. While anyone can row, those more familiar with the sea can do so more efficiently.

WEATHER LORE

A character may test Seamanship to predict the weather for the next four-hour watch. Resolve using the procedure as described in the Agriculture skill entry (page 64).

SHIPWRIGHT by Style

The knowledge of building ships, boats, and many of their fittings, such as sails. Vessel construction can be divided into two general styles: carvel-built and clinker-built.

Carvel planks are laid edge to edge for a smoother, but heavier hull.

Clinker plank edges overlap for a lighter, more flexible hull, but the design limits vessel size.

The technique favoured varies by region. This dictates which ships are more readily constructed:

STYLE	REGIONS	VESSELS
Carvel	Ázeryàn · Býria · Chogôro & Mafán · Dalkésh · Hèpekéria · Karéjia · Ûmélria	Kárvik · Larú · Larúmar · Pínda · Raém · Tálbar
Clinker	Emélrenè · Hârbáal · Hârn · Ivínia · Shôrkýnè	Dak · Nívik · Pínda · Tálbar · Vasérskåb
(both)	Palíthanè · Tríerzòn	(all)

Shipwright ML is keyed to the character's home region. Building a vessel requiring the foreign style reduces ML by 40. Shipwrights from Palithane and Trierzon must assign their ML to one or the other, but the foreign ML-reduction is only 20. Certain geographical exceptions exist: major shipyards in Chelemby (in the Harbaal region) express both styles and also construct the new Karune design.

VESSEL CONSTRUCTION

Base construction time is measured in worker-months (w-m) of 24 days. Most shipyards have about five workers per Market Size of the settlement.

VESSEL	LEN	W-M	COST
Dak	48'	110	£68
Karúnè	60'	200	£120
Kárvik	54'	100	£60
Larú	60'	125	£75
Larúmar	90'	340	£203
Nívik	36'	45	£27
Pínda	15'	5	£3
Raém	48'	80	£48
Tálbar	24'	15	£10
Vasérskåb	60'	150	£90

Constructing a vessel is a **Shipwright (Woodworking) Success Value** test. Use the master's Shipwright ML and the Secondary Modifier from the averaged Woodworking ML of all the workers. Multiply the base month and cost by factors derived from the SV (below). *Maritime Rules* uses a more detailed system to resolve vessel construction, similar to the Weaponcraft routine described for making arms and armour. It allows for subtle distinctions in a specific ship's speed and seaworthiness, apart from its mere design type.

SINGING

The talent for singing involves a physiology independent of the qualities in a speaking voice. The Singing skill carries its own special primary quasi-attribute, called Voice (VOI). An NPC's VOI equals 3d6, whereas PCs roll 4d6 (drop lowest d6). Sinai roll and drop an extra d6. This is then averaged with Creativity to give Singing SB.

A **Singing Success Value** test measures aesthetic quality, affecting Persuasion as for Dancing (page 68).

SLINGS

The ability to wield the shepherd's sling and staff sling.

SPIRIT

An arcane talent all living entities possess. Spirit is the strength of soul and the power to withstand spiritual stress, similar to how Shock measures a body's resistance to physical stress. See Spirit in Arcane Talents (page 263).

STEALTH

The ability to avoid being seen (hiding) or heard (stalking). Hiding requires an appropriate environment, such as shadows or concealment. Hiding tests are usually made while still, but may be tried at a Half Move (–20 penalty).

Stalking requires being out of the target's line of sight and may include a Half Move at no penalty. Noisy ground surfaces make it difficult (–10 to –20 penalty).

Characters test Stealth *unopposed* when targets are concentrating on some other action (*a distracted guard*). Stealthy parties automatically get a CS if the GM thinks they have an advantage over distracted targets (*sleeping*).

UNOPPOSED STEALTH TEST	
CF	Stealth fails and target is fully aware of character.
F	Target is confused for the moment. Stealth may be tried again, but the target is now on alert so the test is **opposed** (see below).
S	Target remains unaware for the moment (see Time, below).
CS	Target remains unaware indefinitely (until conditions change).

Time: how long the effect of a Stealth test lasts depends on the environment and lines of sight and hearing. In the close quarters of an alley, the effect could be round-by-round; in a thick forest, it might be a matter of minutes.

Opposed: characters must test **Stealth** against an alert or suspicious target's **Awareness** (*a wary guard*). Targets who achieve a higher success level are Aware. Targets who lose by one step are Confused; or Unaware if they lose by two or more steps (see page 158 for definition of terms).

Opposed Ties: tied successes mean both parties are Aware; tied failures mean both are Confused (page 158).

STRENGTH

The attribute that measures a character's physical might, a function mostly of sheer body size.

Characters may automatically lift above their heads a weight in pounds equal to STR×10. They may lift a couple of feet off the ground twice this amount (STR×20). These amounts may be augmented by making a **Strength Success Value** test: increase those weights by 50 (lift above head) or 100 pounds (dead lift) per star result. A character accrues Personal Fatigue for each 5-second round of lifting (an **Endurance SR** reduces the amount by 5).

IMPACT MODIFIER

A character's Strength modifies the impact of melee and thrown weapon strikes (page 97) and contributes to the Pull rating for spanning bows (page 108).

PRESS ROLL

Melee combatants jostle and push each other, not just in the tight ranks of mass warfare but even in duels. To determine the outcome of such knockbacks, compare opposed **d6+STR** rolls (not the ML but the attribute score). The higher result wins the press—see page 106 to resolve.

SUMMONING per Religion

Some religions use the arcane mysteries to summon entities from the astral world. Often called 'black magic' or 'demonry', such practices are held in great secret and revealed only to high priests. Each religion's Summoning routine tests its own, separate skill (pages 346–347): *Gytevsha Summoning* (Naveh), *Shadow Summoning* (Morgath), and *V'hir Summoning* (Agrik).

SURVIVAL

Wilderness lore, especially with respect to travelling, procuring shelter, and living off the land. This includes the knowledge of wild animals, their traits and their habitats. Many vocations develop Survival skill, but anyone can apply a little common sense and attempt it untrained at SM1. The Trekking Routine in Chapter 5: Adventure covers most uses of the Survival skill. Consider also:

HUNTING

Pursuing and killing animals for sport or sustenance is not its own skill but rather a task utilising the Survival, Tracking, and missile weapon skills. Simply use the Trekking Routine to resolve the hunter's stalking and the Missile or Melee Sequence to resolve the attack. These sample game produce the following number of food-days:

BEAST	FOOD-DAYS
Boar	40+3d6
Lion	20+2d6

BEAST	FOOD-DAYS
Stag	40+3d6
Wolf	15+1d10

Fresh meat will spoil at some point. For each food-day, roll once per day a die according to the temperature: a result of 1 means that that food-day is spoiled. Optionally, figure the daily loss of large quantities as a simple percentage:

TEMPERATURE	DIE	LOSS
Hot	d2	50%
Warm	d4	25%

TEMPERATURE	DIE	LOSS
Cool	d8	12%
Cold	d12	8%

Taking a full day for salt preservation extends the roll by a number of days equal to three times the star result of a **Success Value test** of **Survival** or **Cookery**. Thus, an SV6 result—two stars—extends the rolls to once per seven days.

TRAPPING

The Survival skill allows experienced characters to use snares and traps to capture animals, usually small game like rabbit, squirrel, mink, sable, or fox. Some folk make a living by selling the pelts; others trap only for food.

To undertake trapping, the character makes a **Survival Success Value** test after eight hours. The time reflects the setting, deploying, checking, and harvesting of traps within roughly a one-league-square area. If the trapper chooses to include a Secondary Modifier of either Woodworking or Metalcraft, then a successful (S or CS) result in the Survival test increases the SV by one.

Use the standard Success Value Test table to resolve (page 61). Each star produces *one food-day* of meat.

WEATHER LORE

A character may test **Survival** to predict the weather for the next four-hour watch. Resolve using the procedure as described in the Agriculture skill entry (page 64).

SWIMMING

The ability to swim and dive. The body of water and wind strength determine the swim conditions, mostly a factor of how far the character is from a sheltered coast. Once per minute the character makes a **Swimming Success Value** test. Modify the resulting SV according to the water's location and the WIND FORCE (WF 0–4):

LOCATION		WF 0	WF 1	WF 2	WF 3	WF 4
Inland*		0	–1	–2	–3	–4
Open	1L–5L	0	–1	–3	–4	–6
	6L–19L	0	–1	–4	–6	–8
	20L+	0	–1	–6	–8	–8

*Rivers, ponds, lakes, and sheltered coasts within 1 league (L) of shore.

The adjusted SV on the following table determines how many feet the character swims in the one minute, or whether the character simply treads water or sinks.

SV	FEET
< 0	SINK
0	TREAD
1	80
2	100
3	120
4	140
5	160
6	180
7	200
8	230
9	260
10+	300

***Example 1**: a sailor on board a vessel 30 leagues out to sea dives into a perfectly calm ocean (WF0) to swim to a nearby island 600 feet away. Against Swimming ML74, the roll is 52 (S), which generates SV7. Thus, the character swims 200 feet in the first minute. It will likely take two more such tests to reach the island, although fatigue accrual will lessen each subsequent EML (see Fatigue, below).*

***Example 2**: the next day the same sailor is flung overboard during a gale (WF3). Likely facing 10–20 foot waves, the sailor needs a CS just to tread water (SV8 – 8 = 0).*

Characters who sink risk drowning—see the Asphyxia section of Chapter 5: Adventure (page 183). Swimming ML greatly increases the ability to hold one's breath.

ENCUMBRANCE

For the purposes of swimming tests, multiply a character's base ENC from armour and gear by 4 before modifying for Strength. However, even clothing that usually imparts no encumbrance carries some when soaked, such as the Clothing suit (Swimming ENC10) and Heavy Clothing suit (ENC 20). If Swimming EML is reduced to less than zero, then no test is allowed—the character automatically sinks.

FATIGUE

A character swimming at the full rate accrues *windedness* fatigue each minute; this is called fast swimming. A character who achieves at least SV1 may choose slow swimming, covering at most half the distance but accruing *weariness* fatigue only every hour. See page 176 for explanation of fatigue.

TALENT per Power

Esoteric powers akin to spellcasting that individuals possess innately. All Talents have AUR • WIL as a Skill Base, but each is a unique skill with its own ML. See Chapter 6: The Mysteries (page 259).

TALENT POWERS

Amplification
Clairvoyance
Disembodiment
Elemental Bolt
Enthral
Extratemporality
Healing
Hex
Medium
Natural Attunement
Negation
Prescience
Psychometry
Sensitivity
Spirit (*see own entry*)
Telekinesis
Telepathy
Transference
Transmutation
Visnomy

TAROTRY

The interpretation of Fate (divination) by reading the tarot deck. See Chapter 6: Mysteries (page 285).

TEXTILECRAFT

The ability to produce textile goods through knitting, weaving, tailoring, and embroidery. The most common material for garments in northwest Venarive is buckram—sturdy, but uncomfortable, similar to modern-day canvas. Silk, at its source in eastern Lythia, is just like any other unfulled cloth, but shipping it to Venarive can multiply its ultimate price up to 20 times.

A selection of items is shown below with the given COST and TIME to craft. Double the time for heavily decorated items, such as a tapestry instead of a simple carpet. A **Success Value** test (page 61) determines the quality.

ITEM	COST	TIME
Arrow bag	36d	20h
Bedroll	72d	16h
Bedroll, heavy	108d	20h
Blanket	60d	12h
Blanket, horse	24d	10h
Carpet, wool, 3'×3'	36d	60h
Cloak (Cloth)	53d	13h
Cloak (Padded)	99d	20h
Pouch, buckram	5d	1h
Purse, silk	48d	0.5h
Sack, canvas, 50 lb	20d	4h
Sack, canvas, 20 lb	10d	2h
Tarpaulin	84d	6h
Tent, 1-man	288d	10h
Tent, 2-man	432d	15h
Tent, 3-man	518d	20h

CLOTHING

Fine wool, soft leather, and silk are more expensive materials than the common buckram. A character's clothing reflects social class (or its perception)—see Chapter 4: Possessions (see PRICE note on page 118).

MAKING TEXTILE CLOTHING & ARMOUR

Characters make a **Textilecraft Success Value** test to fashion Cloth, Padded, Quilted, and Gambeson articles. Follow the Making Armour routine on page 89.

THEATRICS

The playing of roles and dramatic persuasion. When characters use the other four persuasion skills, they implicitly project their *own* personas onto listeners, even when it includes a certain level of manipulation, such as with Charm or Guile. However, with Theatrics, a character explicitly acts like someone else. Even the untrained can make awkward attempts at SM1.

On stage or off, a character tests Theatrics most often to impersonate another's voice or appearance, or both. Such persuasion requires quite a level of inventiveness (CRE), as well as vocal command (ELO).

Theatrics skill allows for three separate tasks.

Acting: taking on the personality of someone else, either real or fictitious. This could very well include vocal mimicry and disguise, but does not have to.

Mimicry: modifying one's voice to sound like something else, such as accented speech or a bird's twitter.

Disguise: changing one's physical appearance. This can range from a simple, subtle adjustment (attempting to look like a stereotypical litigant: +20 bonus) to a detailed and idiosyncratic disguise (attempting to impersonate Mithara al Tabel, the Sheriff of Berema: –40 penalty).

When using one of the other four Persuasion skills as part of the assumed role, the Theatrics skill applies its Secondary Modifier to the other Persuasion ML, which itself is tested as the primary skill.

***Example**: assuming the guise of a town guard merely to walk past a sceptical or alert soldier might test only the disguise aspect of Theatrics. However, trying to lie in conversation with the guard while* also *disguised would be a Guile (Theatrics) test.*

OPPOSITION

Theatrics is tested unopposed against idle targets. However, alert targets resist Theatrics persuasion with **Awareness** to notice a physical disguise (0 to –20 penalty for distance). If able to interact verbally, alert targets oppose their **Intrigue** against the actor's Theatrics to test the believability of the assumed role (break successful ties).

ARTISTRY

Not all uses of Theatrics involve manipulative persuasion. To measure an actor's aesthetic performance, simply make a **Theatrics Success Value** test to generate a star that measures the artistic impact on the audience.

THROWING

The ability to throw weapons and objects, whether to strike a target directly or to lob for distance. Each item thrown has base range (BR), volley multiplier (VM), and impact characteristics (page 110). Characters follow the Missile Sequence (page 163) to resolve the throw.

TIMBERCRAFT

Tree lore—identifying them, analysing their health, and knowing proper planting techniques. Timbercraft also includes skill in tree felling, limbing (removing branches), and bucking (sawing them into logs).

Typical mature trees are rated according to the volume of potential lumber (1 VOL = 100 cubic feet); trunk diameter in feet (DIA); hardness (HAR); and wholesale value (VAL) in pennies per VOL (×3 for retail price).

HARDWOODS

SPECIES	VOL	DIA	HAR	VAL
Ash	18	5	9	40d
Birch	3	2	7	15d
Cherry	1	1	6	80d
Elm (hard)	6	3	8	35d
Maple	7	3	9	45d
Oak	20	5	7	60d

SOFTWOODS

SPECIES	VOL	DIA	HAR	VAL
Cedar	3	2	2	25d
Elm (soft)	20	5	5	30d
Fir	15	4	2	40d
Larch	8	3	4	20d
Pine	3	2	3	25d
Spruce	19	4	2	20d

FELLING

Cutting down a single tree with proper axes and saws requires a **Timbercraft Success Value** test every 10 minutes. Up to two characters may work on the same tree, adding together the SV of all rolls. The tree falls when the accumulated Success Value exceeds DIA × HAR.

The other two tasks are figured similarly, limited to two to six workers per tree (depending on its diameter):

Limbing: SV ≥ DIA × HAR **Bucking**: SV ≥ DIA × HAR × 2

An unskilled character may undertake these tasks by making a **Strength Success Value** test instead—but reduce each resulting SV by 4 (down to minimum SV1).

Characters accrue personal fatigue every 10 minutes of felling. A successful Endurance SR reduces this amount by five. It is recovered from as weariness (page 176).

TRACKING

The ability to detect and follow tracks. See the Stalking step of the Trekking Routine (page 147) in CHAPTER 5: ADVENTURE for rules.

Perception: even with no Tracking ML, characters can usually test Perception or Awareness to notice obvious markings nearby. However, a success in such instances might not allow for much interpretation, merely the recognition of 'tracks'.

TRANCE

The shamanic esoteric practice of inhabiting one's active soul in the spirit world to entreat spirits for naturalistic powers. See CHAPTER 6: THE MYSTERIES (page 291).

WEAPONCRAFT

This skill allows characters to make and repair weapons and armour.

MAKING WEAPONS

A character follows these steps to make a weapon.

[1] Workshop: the crafter must be in a workshop that corresponds to the skill tested in step 3.

[2] Expense: the crafter expends materials of the value shown in silver pennies (d) and time (hours), according to the weapon. Crafters can work about ten hours per day.

WEAPON	COST	TIME
Ball & Chain	6d	120h
Bastard Sword	14d	360h
Battleaxe	9d	190h
Battlesword	22d	450h
Broadsword	12d	240h
Buckler	7d	30h
Club [W]	4d	10h
Dagger	3d	35h
Estoc	11d	250h
Falcastra	8d	70h
Falchion	10d	230h
Glaive	10d	90h
Grainflail [M]	6d	25h
Handaxe	12d	110h
Hatchet [M]	3d	10h
Javelin	4d	60h
Jousting Pole	2d	80h
Keltan	4d	70h
Kite Shield	16d	100h
Knife [M]	3d	10h
Knight Shield	14d	100h
Lance	9d	220h
Longknife	5d	200h
Mace	6d	140h

WEAPON	COST	TIME
Mang	8d	220h
Mankar	6d	170h
Maul [W] or [M]	10d	8h
Morningstar	9d	60h
Net [T]	22d	80h
Pickaxe [M]	12d	20h
Pike	15d	160h
Pitchfork [M]	4d	10h
Poleaxe	14d	70h
Roundshield	8d	60h
Shôrkána	5d	90h
Scimitar	11d	270h
Shortsword	7d	170h
Sickle [M]	3d	20h
Spear	10d	80h
Staff [W]	1d	50h
Stick [W]	1d	10h
Tabûri	3d	30h
Tower Shield	20d	130h
Trident	10d	120h
Warflail	5d	110h
Warhammer	12d	150h
Whip [H]	4d	25h
Wood Axe [M]	9d	10h

[3] Test: after expending time and money, the crafter makes a **Success Value** test. The formula varies according to the weapon, as indicated by the abbreviation next to its name. If none is given, use the default formula.

DEFAULT	Weaponcraft (Metalcraft · Mineralogy)
H	Hideworking
M	Metalcraft (Woodworking)
T	Textilecraft (Metalcraft)
W	Woodworking

Up to two other characters may offer assistance if they are present throughout the entire crafting time.

[4] Result: locate the SV of the test in the following table to find the outcome of the weaponcrafting.

SV		WEAPONCRAFT SUCCESS VALUE TEST
≤2		**FLAWED WEAPON**: the crafter produces a weapon with one less WQ and Impact for each SV below 3.
3–4		**BASE WEAPON**: the crafter produces the base weapon as given in CHAPTER 4: POSSESSIONS.
5	☆1	**MASTERWORK**: the crafter produces the base weapon as given in CHAPTER 4: POSSESSIONS. Each star can be assigned either to make one optional d10 Masterwork Roll in step 5, or to reduce the time expense by 10% from step 2 (30% maximum time reduction).
6	☆2	
7	☆3	
8	☆4	
9+	☆5	

Critical Failure: a setback increases crafting time by half.

[5] Masterwork Rolls: for each star dedicated to Masterwork Rolls, roll one d10 against a TN equal to the star quality of the workshop. Thus, there can be one to five d10 rolls against a TN between 1 and 5. Roll each d10 separately against the same TN. The total number of successes is called the Masterwork Successes (MWS).

WORKSHOP

QUALITY	STATE
★	MAKESHIFT
★★	SPARSE
★★★	STANDARD
★★★★	PLENTIFUL
★★★★★	IDEAL

MASTERWORK SUCCESSES

MWS	RESULT	VALUE
0	BASE ARTICLE	×1
1	WQ +1	×2
2	WQ +1 · IMP +1	×3
3	WQ +2 · IMP +1	×4
4	WQ +2 · IMP +2	×5
5	WQ +3 · IMP +2	×6

[6] Applicable MWS: the number of masterwork successes that can be applied to an item cannot exceed the weapon's *base* WQ minus eight. Thus, a base WQ10 item could receive at maximum two MWS.

[7] Masterwork Effect: the applied MWS indicates three qualities—the increase to WQ (+1 to +3); whether the weapon receives an Impact Modifier (+1 or +2); and the multiplier to its value.

Weaponcraft Example: *Azdar is spending the winter months at his home in Azadmere City. With Weaponcraft ML75, Metalcraft ML30, and Mineralogy ML13, he is respected enough to be given access to his clan's four-star workshop and extraordinary tools (+2 TQ—see the Tool Quality entry in the Advice & Options section of this chapter, page 93).*

Azdar crafts a handaxe (base WQ11, which grants three possible MWS in step 6). He easily pays the 12d expense and spends eleven 10-hour days working (110-hour Time). He makes the Weaponcraft (Metalcraft • Mineralogy) Success Value test against EML45 (ML75 – 10 Metalcraft Secondary Modifier – 20 Mineralogy Secondary Modifier). The roll is 44—Success (S) and an SV7 (Weaponcraft Index 7 + 0 Modifier). Azdar produces the base item and uses all three stars to make three d10 Masterwork Rolls against TN6 (workshop TN4 + TQ2)—a 2, 6, and 4 are rolled. These three MWS give his handaxe a final WQ13, +1E impact, and a 336d value (84d × 4)—a truly masterworked axe.

REPAIRING WEAPONS

Characters can repair damaged weapons.

Field Repair: a weapon can be repaired without need of a workshop if it has been reduced by only one WQ below its undamaged WQ. The character makes a Success Value test of the appropriate skill in step 3—but without Secondary Modifiers and in 10% of the listed Time (and no cost). A result of at least SV1 restores the lost WQ.

Field Repair Example*: during a battle, Obris' masterwork broadsword (WQ13) suffered one point of weapon damage. Having Weaponcraft ML30, he attempts Field Repairs. He must spend 13.8 hours, which he spreads out over the next four days, one four-hour watch per day. The test roll is 18—Failure (F), which still results in SV2, enough to restore the broadsword to WQ13.*

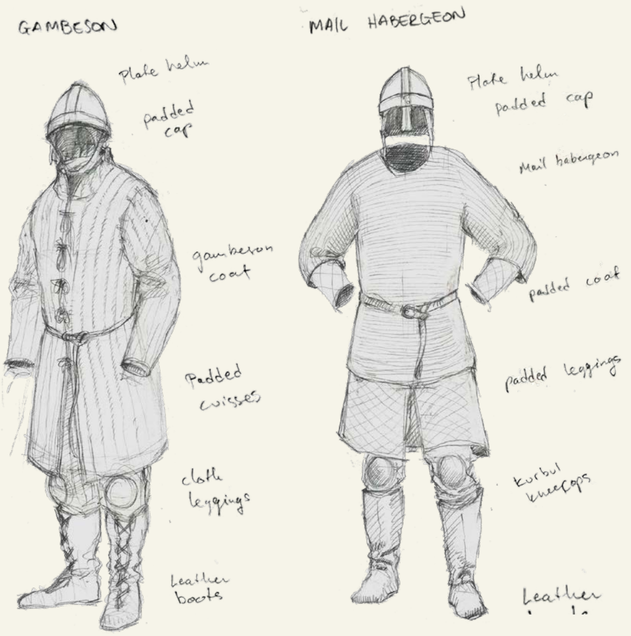
Workshop Repair: if repairing is done in a workshop, then the character makes a Success Value test as for field repair—but receives a +2 SV bonus. The WQ restored is determined by following steps [4] and [5] as for weapon making. Results cannot exceed the undamaged WQ.

MAKING ARMOUR

Characters follow these steps to make specific articles of armour and clothing.

[1] Workshop: the crafter must be in a workshop that corresponds to the skill tested in step 3.

[2] Expense: refer to the table on page 90 to find out the time in hours required to make the article and the cost of materials in silver pennies (d). See the ARMOUR & CLOTHING ARTICLES table (page 118) for the article's body location coverage.



[3] Test: after expending the time and money, the crafter makes a **Success Value** test. The formula varies according to the article's material (see step 6 for abbreviations):

C/D/Q/G	Textilecraft
L	Hideworking
K	Weaponcraft (Hideworking)
S	Weaponcraft (Hideworking · Metalcraft)
M · P	Weaponcraft (Metalcraft · Mineralogy)

[4] Result: the test's SV determines the crafting result.

SV	WEAPONCRAFT SUCCESS VALUE TEST
≤2	**FLAWED ARTICLE**: the crafter produces an article with one less AQ and Armour Value (two less, if SV0 or less).
3–4	**BASE ARTICLE**: the crafter produces the base article as given in CHAPTER 4: POSSESSIONS.
5 ☆1 6 ☆2 7 ☆3 8 ☆4 9+ ☆5	**MASTERWORK**: the crafter produces the base article as given in CHAPTER 4: POSSESSIONS. Each star can be assigned either to make one optional d10 Masterwork Roll in step 5, or to reduce the time expense by 10% from step 2 (30% maximum time reduction).

Critical Failure: a setback increases crafting time by half.

[5] Masterwork Rolls: each star in step 4 grants one optional d10 Masterwork Roll against a TN equal to the star quality of the workshop. Thus, there can be one to five d10 rolls against a TN between 1 and 5. Roll each d10 separately against the same TN. The total number of successes is called the Masterwork Successes (MWS).

WORKSHOP

QUALITY	STATE
★	MAKESHIFT
★★	SPARSE
★★★	STANDARD
★★★★	PLENTIFUL
★★★★★	IDEAL

MASTERWORK SUCCESSES

MWS	RESULT	VALUE
0	BASE ARTICLE	×1
1	AQ +1	×2
2	AQ +1 · AV +1	×3
3	AQ +2 · AV +1	×4
4	AQ +2 · AV +2	×5
5	AQ +3 · AV +2	×6

[6] Applicable MWS: No matter how many MWS result from the Masterwork Rolls, the article's material caps the number of actual *applicable* MWS:

ABB.	MATERIAL	MWS
C	CLOTH	1
L	LEATHER	1
D	PADDED	1
Q	QUILTED	1
G	GAMBESON	2
K	KURBUL	3
S	SCALE	4
M	MAIL	5
P	PLATE	5

[7] Masterwork Effect: the applied MWS indicates three qualities—the increase to AQ (see the optional rule on page 133); whether the article receives an Armour Value bonus (+1 or +2); and the multiplier to its value.

ARMOUR & CLOTHING CRAFTING

	C CLOTH		L LEATHER		D PADDED		Q QUILT		G GAMBESON		K KURBUL		S SCALE		M MAIL		P PLATE	
ARTICLE	COST	TIME	COST	TIME	COST	TIME	COST	TIME	COST	TIME	COST	TIME	COST	TIME	COST	TIME	COST	TIME
Boots	·	·	46d	23h	·	·	·	·	·	·	·	·	·	·	·	·	·	·
Bracers	·	·	12d	6h	·	·	·	·	·	·	·	·	·	·	·	·	·	·
Breastplate	·	·	·	·	·	·	·	·	·	·	24d	96h	·	·	·	·	29d	288h
Breeches	14d	3h	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·
Byrnie	·	·	·	·	·	·	·	·	·	·	·	·	116d	363h	248d	297h	·	·
Byrnie, sleeved	·	·	·	·	·	·	·	·	·	·	·	·	140d	440h	300d	360h	·	·
Cap	3d	1h	10d	5h	6d	1h	12d	5h	·	·	·	·	·	·	·	·	·	·
Cloak	53d	13h	·	·	99d	20h	·	·	·	·	·	·	·	·	·	·	·	·
Coat	51d	13h	·	·	96d	19h	192d	77h	396d	198h	·	·	·	·	·	·	·	·
Collar	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·
Coudes	·	·	·	·	·	·	·	·	·	·	4d	16h	·	·	·	·	5d	48h
Cowl	5d	1h	·	·	9d	2h	18d	7h	·	·	·	·	21d	66h	45d	54h	·	·
Cuirass	·	·	·	·	·	·	·	·	·	·	48d	192h	·	·	·	·	58d	576h
Cuisse	·	·	·	·	26d	5h	51d	20h	·	·	·	·	60d	187h	128d	153h	·	·
Gauntlets	4d	1h	12d	6h	·	·	·	·	·	·	·	·	18d	55h	·	·	·	·
Greaves	·	·	·	·	·	·	·	·	·	·	24d	96h	·	·	·	·	29d	288h
Habergeon	·	·	·	·	·	·	·	·	·	·	·	·	158d	495h	338d	405h	·	·
Hauberk	·	·	·	·	·	·	·	·	·	·	·	·	224d	704h	480d	576h	·	·
Helm	·	·	·	·	·	·	·	·	·	·	8d	32h	·	·	·	·	10d	96h
Helm, ¾	·	·	·	·	·	·	·	·	·	·	14d	56h	·	·	·	·	17d	168h
Helm, Great	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	22d	216h
Kneecops	·	·	·	·	·	·	·	·	·	·	6d	24h	·	·	·	·	7d	72h
Leggings	29d	7h	·	·	54d	11h	·	·	·	·	·	·	126d	396h	270d	324h	·	·
Mantle	17d	4h	·	·	32d	7h	63d	25h	·	·	·	·	·	·	·	·	·	·
Mittens	·	·	·	·	8d	2h	·	·	·	·	·	·	·	·	38d	45h	·	·
Rerebraces	·	·	·	·	·	·	·	·	·	·	16d	64h	·	·	·	·	19d	192h
Robe	63d	16h	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·
Shirt	26d	7h	·	·	50d	10h	99d	40h	210d	105h	·	·	·	·	·	·	·	·
Shoes	·	·	17d	8h	·	·	·	·	·	·	·	·	·	·	·	·	·	·
Spaulders	·	·	·	·	·	·	·	·	·	·	6d	24h	·	·	·	·	7d	72h
Surcoat	43d	11h	·	·	81d	16h	·	·	·	·	·	·	·	·	·	·	·	·
Swaddle	15d	4h	·	·	29d	6h	·	·	·	·	·	·	·	·	·	·	·	·
Trousers	31d	8h	·	·	59d	12h	·	·	·	·	·	·	·	·	·	·	·	·
Tunic	36d	9h	·	·	68d	14h	135d	54h	282d	141h	·	·	·	·	·	·	·	·
Tunic, sleeved	40d	10h	·	·	75d	15h	150d	60h	312d	156h	·	·	·	·	·	·	·	·
Vambraces	·	·	·	·	·	·	·	·	·	·	10d	40h	·	·	·	·	12d	120h
Vest	19d	5h	58d	29h	36d	7h	72d	29h	156d	78h	·	·	·	·	·	·	·	·
Vest, Long	·	·	108d	54h	·	·	·	·	234d	117h	·	·	·	·	·	·	·	·

NEW ARTICLES

An article's cost to make equals the total of the Coverage factors (cov) of its body locations (first table, right) multiplied by the Base Cost (bco) of its material (far table). The product is the new article's cost in silver pennies (d). Multiply total Coverage (cov) by Base Hours (bh) to determine the crafting time; by Base Weight (bw) for the article's weight in pounds; and by Base Price (bpr) for its selling price in silver pennies (d).

When extending the arm or leg coverage of gambeson, scale, or mail beyond the articles listed in the Armour & Clothing Articles table (page 118), increase ENC by 5 (or 10 for both).

LOCATION	COV
Skull	0.04
Face	0.03
Neck	0.02
Shoulders	0.03
Upper Arms	0.06
Elbows	0.02
Forearms	0.05
Hands	0.05
Thorax	0.12
Abdomen	0.12
Pelvis	0.10
Thighs	0.14
Knees	0.03
Calves	0.12
Feet	0.07

MATERIAL	BCO	BH	BW	BPR
Cloth	80	20	5	100
Leather	240	120	15	400
Padded	150	30	8	200
Quilt	300	120	18	400
Gambeson	600	300	28	800
Kurbul	200	800	38*	500
Scale	350	1100	55	1000
Mail	750	900	45	1500
Plate	240	2400	38*	2000

**Helms have BW 76.*

BCO	BASE COST
BH	BASE HOURS
BW	BASE WEIGHT
BPR	BASE PRICE

EQUIVALENT & NEW ARTICLES

Articles not listed in the above table can be approximated by those already named or created anew with an adjustment in one or two locations :

corset or bodice = vest.
dress or kirtle = robe.
hood or wimple = cowl.
tabard = **SHORT SURCOAT** (SH · TX · AB · PV · TH).

Sleeved Mail Habergeon example: add forearm (0.05) to the article's existing coverage (0.45). It costs 338d (0.5 × 750d); takes 450 hours to make; and weighs 22.5 lbs. The Sleeved Mail Habergeon has an ENC15, five more than its shorter sleeved version's ENC10 (as explained under New Articles).

WILL

The mental attribute that measures a character's resolve and power of concentration.

HEALING BASE

The average of Endurance and Will (round up if END is greater than WIL) equals Healing Base. This is multiplied by Healing Rate to determine ML of a d100 Healing Roll.

MENTAL TRAUMA

Characters test Will to resist fear (page 187) and to recover from mental trauma (pages 189–190).

WOODWORKING

Creating wooden utilitarian items and decorative carvings. After 10 hours time per 3d of the item's PRICE (at a material cost of 1d per 30 lb), the crafter tests **Woodworking Success Value** (page 61) to determine quality. A [D] means decorative. To make a weapon [W], see the page 88 routine.

ITEM	LB	PRICE
Barrel, 10 gal.	30	12d
Barrel, 50 gal.	90	36d
Bed, single	85	48d
Bench	22	18d
Box, 12"×8"×6" [D]	3	2d
Bucket, 3 gallons	10	8d
Cabinet [D]	60	144d
Cage, 27 ft³	40	15d
Cage, 1 ft³	4	7d
Cart/Sled	200	80d
Chair	7	12d
Chest, 1'×2'×2' [D]	24	18d

ITEM	LB	PRICE
Club [W]	3	12d
Cup	1	3d
Grainflail [W]	2	12d
Ladder, 8'	19	6d
Maul [W]	7	24d
Staff [W]	3	36d
Table, 4'×2'×6'	47	36d
Trunk, 1½'×2'×3½'	40	12d
Wagon, 4-wheel	800	220d
Wheel	20	18d
Wheelbarrow	24	10d
Yoke, Ox	2	3d

WOODEN STRUCTURES

Making wooden edifices first requires a Design Roll of the Engineering skill (page 70), followed by a Construction Roll. Use the same procedure for the number of workers as explained in the Masonry entry (page 78), but substitute the given skill below for the test. Small cottages, fences, hovels, and palisades do not require a Design Roll.

STRUCTURE*	MONTHS	COST	SKILL TEST
Cottage, small	10	£6	Woodworking
Cottage, large	20	£12	Woodworking
Fence, 4"×4'×120'	1	£1	Woodworking
Hovel	5	£3	Woodworking
Palisade, 1'×10'×24'	1	£1	Woodworking
Siege Weapon, large	6	£12	Woodworking
Siege Weapon, small	3	£5	Woodworking
Stockade tower	32	£20	Woodworking
Townhouse, modest	33	£20	Woodworking (Masonry)

**See pages 124–125 for more detailed description of each structure.*

FAST CRAFTING

A crafter may reduce the time to produce an item by 10% for each star-reduction applied to the test result (up to a maximum 30%). This decision must be made before making the roll. The option is available to all craft skills, whether mentioned in their entries or not.

SECONDARY MODIFIER EXAMPLES

Secondary Modifiers are applied sparingly in the game, usually only in crafting tests. However, a GM might expand their use in special circumstances. Consider the following examples as guides.

Reasoning (Ceramics): Ceramics is usually an applied physical craft. However, a Reasoning test adjusted by Ceramics Secondary Modifier could measure the character's historical *knowledge* of the craft, or the understanding of anomalous technique or material.

Intrigue (Ceramics): this could be a test of the character's insider political knowledge of the Potters' Guild (*gossip about the local syndic*). An outsider's Intrigue test by itself might give information, but it would be more general (*the name of the local syndic*).

Discourse (*Skill*): this model could be used to test opposed debates on a specific subject—Discourse (Folklore), Discourse (Hideworking), Discourse (Melee), and so on.

Eloquence (Initiative): this could test a captain trying to inspire troops before a battle. Once the fight starts, the Command (Initiative) test measures troop control.

Such applications are legion, but using them too often can slow down the game. Gradually introduce the mechanic until players are accustomed to the concept.

ADVICE & OPTIONS: SKILLS (1 OF 2)

This section gives advice about skills and tests, including several options to expand their application.

EXPANDED SKILLS LIST

The standard list of skills in HârnMaster is not exhaustive. Players can add others according to specific environments and cultures, or simply to satisfy the gaming group's taste. Doing so might require adjustments to certain rules. Here are some examples:

Armourcraft (DEX · STR) SM0: Armourcraft is distinguished from Weaponcraft as its own Craft group skill. Crafting rules are the same.

Distance Running (END · WIL) SM3: a Physical group skill whose Index halved is the period in hours of double time fatigue accrual.

Skiing (END · AGL) SM1: a Physical group skill measuring cross-country skiing. Downhill skiing is a sub-skill (AGL · STR). Add Skiing to all BACKGROUND SKILLS tables for certain regions (Ivinia, Altor).

Sprinting (AGL · STR) SM3: a Physical group skill whose ML plus Move equals the double Move, 'sprinting' rate (but only if the result is higher than simply double Move).

Storytelling (ELO · CRE) SM2: a Social group skill that measures the ability to spin tales. Folklore might serve as a Secondary Modifier.

EXPERTISE

The productive output of skills is broad by design—basic game play does not reflect special focus. However, consider allowing well-trained characters to develop just such **Optional Expertise** in a skill. See also **Required Expertise** (right), where certain skills, such as Melee, could very well demand such focus as the rule.

OPTIONAL EXPERTISE

Most skills provide natural opportunity for special focus. Here are a few skills with their possible expertises:

SKILL	EXPERTISE
Animalcraft	Birds
	Dogs
	Horses
	Livestock
Archery	Composite bows
	Crossbows
	Longbows
Charm	Courtly grace
	Inspiration
	Seduction
Engineering	Fortifications
	Houses
	Mills
	Siege weapons
Fletching	Arrows & bolts
	Bows
	Crossbows
Folklore	Geography
	History
	Kelestia
Folklore (cont.)	Mythic Beasts
	Poetics
	Society
Legerdemain	Juggling
	Purse Cutting
	Sleight of hand
Melee	Axes
	Clubs
	Flails
	Knives
	Polearms
	Shields
	Swords
	Unarmed
Mercantilism	*(see skill entry)*
Theatrics	Acting
	Mimicry
	Disguise
Weaponcraft	Armour
	Weapons

Gaming groups can decide for themselves whether to expand the list of expertises. However, some skills by definition are already quite focused and should probably not benefit from further division, such as Initiative and Slings; or already function similarly to expertises, such as Musician, Shipwright, and Pvarism (Convocations).

During character generation, when a character develops a skill beyond *SM5*, an expertise may be selected. From this point on, each Development Point (DP) spent on the skill may be assigned to the expertise, granting it *two Mastery Boosts*. However, when doing so, the general skill itself receives no Mastery Boost from the assigned DP.

- An expertise has a maximum Mastery Level equal to SB×7, the same as the general skill itself.
- Characters may select multiple expertises in the same skill. A given DP grants the two Mastery Boosts to only the selected expertise.
- After developing an expertise, the character may revert to assigning DP to the general skill, but only the general skill improves by the one Mastery Boost—the expertise does not.
- Modifiers that affect the general skill affect expertises equally.

***Example 1**: at the end of step 6 of character generation (Optional Skills), the young knight Obris has had Melee developed to SM5 for ML70. During step 8 (Sunsign Development), 1 DP is assigned to Melee and the player selects Swords expertise. This raises Melee (Swords) to ML80 (ML70 + 5 + 5), leaving Melee in all other weapons at ML70.*

***Example 2**: at the end of step 6 of character generation (Optional Skills), the old scholar Elben has had Folklore developed to SM5 for ML75. During step 7 (Veteran Development), the player assigns 1 DP to Folklore and decides to select the History expertise. This raises Folklore (History) to ML84 (ML75 + 5 + 4), leaving general Folklore at ML75.*

As an old character Elben receives another round of Veteran Development and 1 DP is again assigned to Folklore (History) as an expertise, raising it to ML92 (ML84 + 4 + 4), but again leaving general Folklore at ML75. In step 8 (Sunsign Development), the player assigns 1 DP to general Folklore, raising it to ML80 (ML75 + 5). Folklore (History) remains at ML92.

As a follower of Save-K'nor with Ritual ML30, Elben starts the game with a low blessing bonus of +4 to Folklore tests. This raises the general Folklore EML to 84, and the History expertise EML to 96.

See CHAPTER 8: CAMPAIGN for how to develop expertises after character generation (page 414 sidebar).

REQUIRED EXPERTISE

Gaming groups may prefer to *require* skill expertise, rather than to make it merely optional. Thus, once the general skill reaches SM5 (or, optionally, even a *lower* SM, such as SM4), all further development must be through the separate expertises. Each DP spent past this SM threshold raises one expertise by only *one* Mastery Boost, not by two as in the above Optional Expertise method.

Required Melee & Archery Expertise: the previous HârnMaster Gold edition splintered weapon development into over a dozen separate skills. Gamers preferring something akin to this can incorporate required Melee and Archery expertises that begin *after* SM4 in the general skill, not SM5. In the case of *Melee* skill, each DP spent beyond SM4 raises the SM by 1 in *any two separate* Melee weapon groups (not just one). Starting Dodge ML is then derived from the Melee expertise that ends with the highest SM.

***Example**: the PC Roderick has Melee SM4 and SB16, for ML64. The player spends 1 DP on Melee, selecting Shields and Swords expertises, both of which go to SM5 (ML80). One final DP is spent on Melee, and this time the player selects Unarmed (SM5; ML80) and Swords (SM5+1; ML84). Dodge receives the SM5+1 from Swords (SB14; ML75). The other five weapon groups—Axes, Clubs, Flails, Knives, and Polearms—all have ML64.*

ADVICE & OPTIONS: SKILLS (2 OF 2)

FAERIECRAFT

When making weapons and armour (pages 88–89), an Ælrhin crafter makes a **Spirit Secondary Roll** in the Success Value test of step 3. A successful SR improves the item through an intangible, astral quality. Faeriecraft is not itself magic (and cannot be dispelled), although affected items might also include actual enchantments.

Hartbow: successful faeriecraft halves the Draw characteristic of composite and longbows (page 108).

Longknife: a faeriecrafted Vagorsereq has the +5 Melee weapon trait (page 98), which applies to strikes, blocks, and thrown attacks.

Metal armour: faeriecraft reduces the ENC of an article of metal armour by five and halves its weight in pounds (page 118). Ælrhin usually craft mail, but faeriecraft extends to scale and plate articles.

Faeriecraft also applies to any craft skill that produces singular items, such as Jewelcraft, Textilecraft, Woodcrafting, and certain applications of Masonry (sculpture). The effect increases Success Value by one. An SV above 9 results in an 'otherworldly' six-star item.

SENSES

Beings inhabiting their bodies in the physical world have senses that vary according to their physiology. For Folk, they usually include eyesight, hearing, smell/taste, and thermoception (touch). The sense of balance is measured by Agility (AGL).

The unified Perception (PER) attribute does not mean that the various senses are not differentiated in the world, but, rather, that each individual sense has the same game score as the others. For expediency, a character with PER13 has an effective 13 in the three core physical senses: EYE13, HRG13, SML13 (and TCH is reflected in the DEX score). The previous HârnMaster Gold edition generated separate scores for these, and gaming groups are encouraged to do so similarly if they wish (page 57).

Perception Test: whether players use unified (PER) or separate scores (EYE/HRG/SML), the associated *Attribute* tests represent the *active* use of the given sense—a character concentrates on using it to interpret the designated target phenomenon. Suspicious guards test PER (eyesight) to examine the copse of trees where they believe the enemy to be (perhaps they shield their eyes from the sun's glare as they peer across the field). Hunters test PER (hearing) to identify the screeching noise echoing across the valley (perhaps they cock their heads slightly to better focus on the strange sound).

Awareness Test: by contrast, an *Awareness skill* test represents a reactionary, passive use of the given sense—training greatly affects being alert to sudden phenomena, especially when engaged in another activity or when distracted. In these instances, characters must test Awareness skill. A lax guard tests Awareness (eyesight) to notice a brigand moving among the trees. Characters have the option to use Awareness instead of the Perception attribute when testing active uses of the senses (above) if their Awareness ML is higher (the result of exceptional training).

Both types of tests—Perception (active) and Awareness (passive)—are *unopposed tests* when the targets themselves are not actively trying to avoid being perceived. Thus, if the brigand is simply hiking through the trees, then the guard makes an unopposed Perception (active) or Awareness (passive) test to notice. However, if the brigand actively uses Stealth to sneak through the trees, then the situation is resolved by an *opposed test* of the brigand's Stealth skill versus the guard's Perception or Awareness (see the Stealth entry, page 84).

SUCCESS VALUE TESTS

Success Value tests most often measure repeated, long-term skill use. Consider these four model applications offered in the rules:

Standard: several skills in Chapter 3 refer to the standard SV table on page 61. Here, GMs are left to establish the meaning of the SV as they see fit, such as interpreting the depth and breadth of knowledge from a Folklore SV test. However, many of these skill results—like those involving a craft (Glassworking, Woodworking)—should very likely follow the Masterwork style (below), but, for lack of space, have not been enumerated in this way.

Standard Star: many skill rules assign a specific quality to each star resulting from SV5–9, such as Dancing and Musician (+5 bonus per star to persuasion tests). Similar per-star applications are found throughout the rules (Intrigue, page 140; Survival, page 145).

Spectrum: the results of some SV tests measure a rate, distance, or span of time, and do not lend any special meaning to the *stars*. Instead, the SV itself measures a unique spectrum, such as how far a character climbs (page 67) or swims in a minute (page 86). Success Value tests can even be used to measure the results of brief, single actions, such as jumping distances (page 77).

Masterwork: several SV tests involve an extra step of resolution, wherein the 1 to 5 stars generated from SV5–9 equal the number of separate d10 rolls made—these are called Masterwork Rolls, the term used in the Weaponcraft skill entry (page 88). These one to five d10 rolls are made against a Target Number (TN) from a different source, such as the Workshop TN in crafting (below). The TN can also be derived from the Index of an attribute or other skill, or even something completely unique, such as the water Conditions in a Fishing SV test (page 71). It is the number of successes on these d10 rolls that determines the ultimate quality of the test.

WORKSHOP TARGET NUMBER

Crafting tasks usually require access to a *workshop* keyed to the skill tested (page 121). The state of the workshop is rated on a 1 to 5 star Quality scale (right). To see whether the crafting test produces a special item—a masterwork item—a number of d10 equal to the stars generated by the SV test are rolled against a TN equal to the workshop's star Quality (TN1–TN5).

Each d10 success is called a Masterwork Success (MWS) and can result in special modifiers—see the table in step 5 of Making Weapons in the Weaponcraft skill entry for an example (page 88). In addition to modifying an item's characteristics, the MWS multiplies its VALUE by ×2 to ×6, as shown in the same step 5 table..

QUALITY	STATE
★	MAKESHIFT
★★	SPARSE
★★★	STANDARD
★★★★	PLENTIFUL
★★★★★	IDEAL

Tool Quality (TQ): the above workshop Quality reflects *extensiveness*. However, the tools themselves can have an independent Quality that measures higher *effectiveness*. Such TQ ranges from 0 (standard) to +3 (highest quality) and serves as a modifier to the TN established by the workshop in the d10 Masterwork success rolls. Thus, +1 tools in a standard workshop (three stars) result in TN4 for the d10 rolls.

- The applicable TN bonus from tools cannot exceed the workshop's own star rating. Thus, +3 tools used in a sparse workshop (two stars) only provide a +2 bonus—for an adjusted d10 TN4 (not TN5).
- TQ beyond 0 increase the cost of the workshop itself (page 121) by ×2 (+1 TQ), ×4 (+2 TQ), or ×6 (+3 TQ).

CHAPTER 4

Possessions

I WAS TOLD THE RING would be in the small wooden box sitting on the table next to Lady Alawyn's bed. With the sun dropping close to the western ridge, the hallway in the keep outside her bedroom is already quite dark. I stand to the side of the door, clutching three thick candles, waiting to place them inside for the maid to light soon. This only gives me several minutes.

Lady Alawyn and her cousin come out of the room, her darting eyes registering the candles. 'It's quite frightful—I don't think she made it out of Waleden in time,' she remarks as they turn and stride slowly down the hall. Gowns had lengthened over the past few years to drag now across the floor, and the two had perfected the slow and awkward stride needed to raise the embroidered hems slightly with their feet and knees to avoid tripping. To do so with the grace of appearing not to try requires practice.

I wait respectfully until they descend, one careful step at a time, the stairs at the end of the hallway. I then enter the bedchamber, its door left open, and go to the box on the side table. The lid displays a stag head inlay—this is the one—so I open it. As if forgotten, the black onyx ring lies buried under a mound of broaches and chains. As I grab the ring, I'm immediately startled by the clap of cantering hooves striking the stone courtyard outside. Hurrying over to the narrow aperture, I see down below a half dozen armoured men-at-arms in yellow surcoats, their horses spent from a hard ride. Several have already dismounted and are rushing the front door.

It's time for me to leave.

WEIGHTS

These are common measures of weight, and liquid and dry volume.

WEIGHT	16 drams = 1 ounce
	16 ounces = 1 pound
	100 pounds = 1 hundredweight
	2000 pounds = 1 ton
LIQUID VOLUME	20 fluid ounces = 1 pint
	2 pints = 1 quart
	4 quarts = 1 gallon
	50 gallons = 1 hogshead
DRY VOLUME	16 dry pints = 1 peck
	4 pecks = 1 bushel
	8 bushels = 1 quarter
	4 quarters = 1 tun (burthen)

MEASURES

These are common linear and area measures.

LINEAR	12 inches = 1 foot
	3 feet = 1 yard
	22 yards = 1 chain
	10 chains = 1 furlong
	20 furlongs = 1 league
	(1 league = ~4 km or ~2.5 miles)
AREA	4840 square yards = 1 acre
	30 acres = 1 yardland or virgate
	120 acres = 1 hide
	4000 acres = 1 estate

TIME

Candle clocks are cut to a size and burning time for specific applications. Hourglasses and sundials also exist, with water clocks used mainly in southeastern Venarive.

12 short breaths = 1 min.
60 minutes = 1 hour
4 hours = 1 watch
6 watches = 1 day
30 days = 1 month
12 months = 1 year

COINS

The most common unit of currency in most of Venarive is the silver penny, abbreviated with a 'd' following the amount. The standard of 240 pennies to the pound (£) derives from the first pennies minted by the Azeryani Empire, where 240 pennies equalled one gold *majis*. A penny weighs one dram (one sixteenth of an ounce), although purity varies in reality. Pennies may be cut in two to make a halfpenny (each worth 2 farthings, 2f) or into four parts (1f each). Twelve pennies (12d) are often called a shilling, and 240d, a pound. Neither are usually actual coins but rather just accounting conventions.

INTRODUCTION

This chapter details various types of weapons, clothing and armour articles, travelling gear, and even special items of esoterica. Included is an overview of buildings and fortifications.

Weapons .... page 97
  Melee Weapons .... page 97
  Missile Weapons .... page 107
Armour .... page 111
  Armour Suits .... page 112
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Miscellany .... page 120
  Gear .... page 120
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Feudal Arms & Armour

Feudal societies generally restrict who may bear what kind of weapons and armour according to their social class. The punishment for violating these norms can vary by realm. For instance, any corrective issued in the Kingdom of Rethem will likely be quite draconian compared to a more measured rebuke in Emelrene. Exemptions are also not uncommon—feudal lords often extend the right to bear chivalric weapons and armour to non-noble retainers under their banner.

Common: unfree peasantry may carry the tools used in their crafts, and heavy clothing serves as their 'armour'. Their lords can grant allowance to bear simple arms for militia training and in times of invasion.

Arms: club, falcastra, grainflail, hand sling, hatchet, knife, maul (wooden head), pickaxe, pitchfork, sickle, staff, stick, wood axe, whip.

Armour Suits: clothing, heavy clothing.

Simple: freeman are usually allowed modest arms and armour; militia and soldiers are routinely issued more substantial weapons. They usually wear textile armours and often wield roundshields.

Arms: buckler, composite bow, composite crossbow, dagger, glaive, javelin, keltan, longbow, longknife, mang, mankar, maul (metal head), morningstar, net, pike, shorkana, scimitar, roundshield, shortsword, spear, staff sling, taburi, tower shield, trident, warflail, whip (Reksyni), wooden crossbow.

Armour Suits: quilt coat, kurbul cuirass, gambeson.

Chivalric: the gentry bear the most lethal and highly restricted weapons. They wear expensive mail, scale, and plate armours. This does not keep them from using 'lesser' weapons—such as the spear—but chivalric weapons are powerful status symbols.

Arms: ball & chain, bastard sword, battleaxe, battlesword, broadsword, estoc, falchion, handaxe, jousting pole, lance, mace, poleaxe, shield (kite, knight's), warhammer.

Armour Suits: scale byrnie, mail byrnie, scale habergeon, mail habergeon, mail hauberk, kurbul & mail, plate & mail.

WEAPONS

Characters may equip themselves with weapons for hand-to-hand fighting, throwing, and projecting missiles. Despite having a variety of traits, all weapons share two important characteristics—*strike aspect* and *strike impact*.

Strike Aspect

Weapons are rated according to the kind of damage they inflict. This strike aspect can be one of four types:

Blunt [B]: crushing, bludgeoning, and squeezing trauma.

Edge [E]: tears, chops, cuts, and slashing wounds.

Point [P]: punctures and impalements.

Fire/Frost [F]: burn and cold injuries.

Characters may wield melee weapons in different ways to deliver varying strike aspects—see Strike Mode, below.

Strike Impact

Weapons are rated according to how much damage they deliver. This *strike impact* is measured by the roll of an impact die plus an impact modifier:

Impact Die: each weapon is assigned a polyhedral die between d4 and d12 that is rolled to generate a random amount of impact with each successful strike.

Impact Modifiers: after rolling the impact die, the strike impact is modified from three primary sources.

Weapon: an innate weapon modifier can be positive, zero, or negative. Weapon quality and enchantments, such as the spell Anvil (Jmorvi III), can increase this amount.

Strength: the wielder's Strength attribute can further affect impact. With *melee* and *thrown* weapons, the Strength Impact Modifier table below determines the strength modifier. With *bows* and *crossbows*, the draw characteristic (page 108) produces the modifier, adjusted by range to the target. The sum of the Impact Die and the Weapon and Strength Modifiers is called base impact.

Impact TA: attacks augmented with an Impact Tactical Advantage (page 171) increase base impact according to the weapon's strike aspect: usually 3B, 5E, 4P, 2F.

CHARACTER HANDEDNESS

Players may select the handedness of their characters or roll for it randomly in Appendix III (page 427). Gear or weapons carried by their favoured side is said to be *prime-handed*; anything on the other side is *off-handed*. Both sides are favoured for the rare ambidextrous folk.

Melee Weapons

Melee weapons belong to one of eight weapon groups. While characters test Melee skill no matter the melee weapon, each group has characteristics which either modify the test directly or otherwise highlight the weapon's unique features.

Axes: their heavy, sharp blades deliver a focused impact but also make them cumbersome to redirect defensively.

Clubs: the large impact surface of clubs makes it easier to land connecting strikes, despite the weight.

Flails: their hinged nature makes flails harder to redirect quickly but more unpredictable for targets to avoid.

Knives: compact point-weapons used in close quarters; some knives are specialised for defence or throwing.

Polearms: a variety of weapons with great reach, wielded most effectively by many warriors in ranked formation.

Shields: the essential pieces of defence carried universally across nearly all battlefields of Venarive; frequently selected even before a helm.

Swords: their long, sharp edges give swords a lethal accuracy, especially against lightly armoured targets.

Unarmed: biting, clawing, punching, and wrestling—the natural weapons of people and beasts.

Strike Mode

Melee weapons can be wielded in a variety of ways, each called a Strike Mode. One can swing a sword's edge, thrust with its point, or even hammer with its blunt pommel. The entries starting on page 99 describe each melee weapon's primary Strike Mode as well as popular alternatives.

Strength Impact Modifier

As mentioned above, the modifier to melee weapon impact varies according to the combatant's Strength score:

STRENGTH IMPACT MODIFIER

STR	IMPACT	STR	IMPACT	STR	IMPACT
1	−10	6–7	−2	16–17	+3
2	−8	8–9	−1	18–19	+4
3	−6	10–11	0	20–21	+5
4	−4	12–13	+1	22–23	+6
5	−3	14–15	+2	24–25	+7

Impact modifier increases by 1 every two STR above 24.

Off-hand: reduce Strength Impact Modifier by 1.

Thrown: reduce Strength Impact Modifier by 1.

MELEE WEAPON ENTRIES

Many of the following terms are given further explanation in the Combat and Injury Sequences of Chapter 5: Adventure *(pages 163–170)..*

NAME

The weapon's name, followed by whether it is considered *common*, *simple*, or *chivalric* (see Feudal Arms and Armour, page 96).

WQ

Weapon Quality: how well-made the weapon is. WQ is used in the Weapon Damage rules (page 191).

HFT

Heft: for each point of STR below HFT, strikes, blocks, and throws have a –5 penalty.

- When wielded two-handed, *reduce* HFT by 5. When using the off-hand, *increase* HFT by 5.
- Increase strike impact by 1 if *swung* two-handed *and* the wielder's STR at least equals the unadjusted listed HFT.

Spear *[simple]*

Perhaps the most widely used weapon on Kethira, the spear is usually paired with a roundshield by soldiers in tight, ranked formation.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	13	7T	d8	d8+5P	COUCHED · BR 40 · SLOW 1H	4	60d

LNG

Length: LNG plus the wielder's size modifier (page 401) equals the weapon's **Reach**. If Length is followed by the letter T, then the weapon has the THRUST trait; otherwise, it is swung.

ZD

Zone Die: the die type rolled to determined which target Zone Number is struck (Injury Sequence, page 167).

NOTES

A brief description of the weapon's use or design, with synonyms in parentheses. With alternate Strike Modes, only the characteristics that differ from the primary Strike Mode will be listed.

LB

How much the weapon weighs in pounds.

PRICE

The price (d) to acquire the weapon with its base WQ.

TRAITS

The special characteristics the weapon possesses that affect its use. See the glossary, below.

IMPACT

Melee Impact: die plus modifier; and primary Aspect—Blunt (B), Edge (E), or Point (P).

MELEE WEAPON TRAITS

Below are the definitions of the various Traits listed throughout the melee weapon entries (pages 99–106).

ARMOUR REDUCTION (AR) a strike with the weapon reduces Armour Value (AV) by the given amount, but not below 0; an Estoc has AR wielded two-handed.

BASE RANGE (BR) the weapon has the base range in feet when thrown (page 110). Weapons without a rating that can still be thrown use BR 15 feet.

BLOCK the weapon imparts the given modifier to the Block defence.

COUCHED when used atop a mount, the weapon may be supported against the body with one arm, reducing HEFT by 3.

COUNTER weapon may be used in a Counterstrike defence but not Block.

DEFENCE (DEF) the weapon imparts the given modifier to Block and Counterstrike defences.

DEFLECT when a Missile Attack strikes a target's front or shield side, roll d10 against the TN: success deflects the strike (no injury). Check for Weapon Damage against shield (page 191).

ENTANGLE wielder may make an armed Grab (hold) attack (page 106) instead of striking with its tip.

ENVELOP target defences have –20 penalty. Struck targets are enveloped and have –20 penalty to attacks, defences, and Move. They make a Dexterity Success Value test each turn as a Grope action, and escape when the accumulated total SV is 15 or more.

IMPACT TA (IMP TA) strike impact increases with each selected Impact TA by the listed amount in the given aspect instead of the default 3B, 5E, 4P, or 2F. See Tactical Advantages (page 171).

LONG foes In Close or within five feet (one space) of the wielder may not be threatened or struck with the weapon's primary mode. Wielders in such situations using LONG polearms usually switch to the Shaft Mode (page 102).

LOW AIM the default aim zone against standing human-sized folk is ZN7; aiming for ZN1–6 gives a –10 test penalty (and aiming for ZN1 must also include a successful Jumping SR or the strike fails, no matter the Melee test).

MELEE the weapon has the given modifier to all tests, both strikes and defences, including when thrown. As a bonus, the trait usually results only from enchantment or Faeriecraft.

OPP DEFENCE the target of the wielder's attack suffers the penalty to Block, Counterstrike, and Dodge defences.

SHIELD MOD the modifier applies as a *bonus* to the wielder's Block and Dodge defences, and to Press Attacks. If the wielder is involved in a Counterstrike—as defender, or attacker with another weapon—the modifier applies as a *penalty* to the *opponent's* Melee test.

SLOW the weighty end makes the weapon slow to redirect. When threatened by multiple foes, the wielder suffers –10 penalty to Block and Counterstrike defences, regardless of the Outnumbered penalty (page 165) or whether reduced by the Allies option (page 191). Some weapons are SLOW *only* when wielded one-handed (1H).

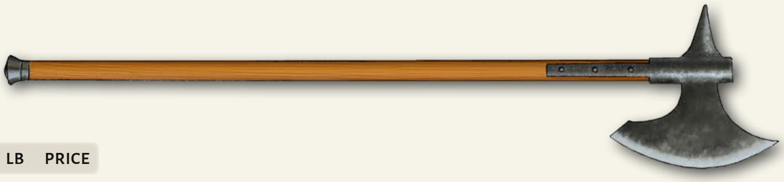
STR ROLL successful Grab, Press, and Trip Unarmed Attacks are resolved by comparing the attacker's d6+STR roll to the defender's d6+STR. This is called a Grab, Press, and Trip Roll, respectively (see page 106).

THRUST (T) Strike and Counterstrike tests have a +5 bonus per difference in weapon Reach for the combatant with the longer weapon when it is thrusted. When In Close (page 171), the same bonus goes to the combatant with the *shorter* thrusted weapon. A weapon without the Thrust trait is swung.

AXES

Battleaxe *[chivalric]*

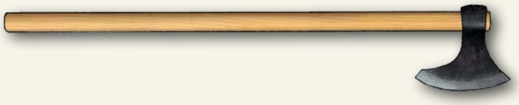
(Long axe · Greataxe) Derived from the wood axe, the battleaxe concentrates its weight in the heavy blade, increasing impact but making it slower in handling. Wielding it one-handed increases reach (LNG 6), but only the strongest may do so accurately.



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	17	6|5	d6	d8+7E	DEFENCE −10 · IMPACT TA6	6	108d

Handaxe *[simple]*

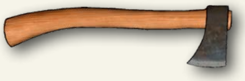
(Bearded axe) A combat axe designed for one-handed use. The hooked portion of the blade in the 'bearded' style pictured is used to pull opposing shields aside or to help disarm foes (treat as an Unarmed [Grab] attack using the axe's Length 5).



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	13	5	d6	d8+5E	DEFENCE −10 · IMPACT TA6	4	84d

Hatchet *[common]*

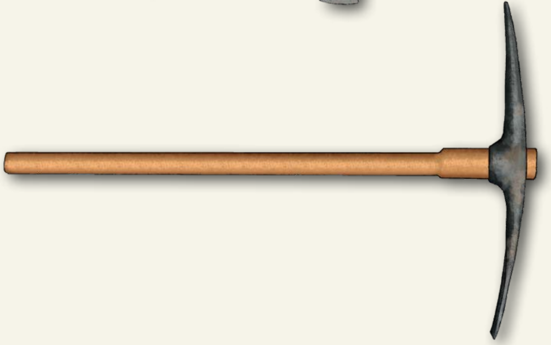
(Small axe) A short tool used for cutting and splitting wood.



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
9	10	4	d6	d8+4E	DEFENCE −5 · IMPACT TA6	3	6d

Pickaxe *[common]*

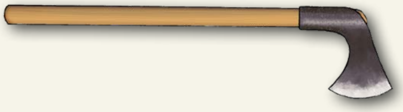
(Mattock) A tool with a spiked head to break up rock and hard soil; its opposite flat head is for prying. While unwieldy as a weapon, a pickaxe punctures heavy armour by concentrating its swung momentum into a narrow point.



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
9	18	5	d6	d8+5P	AR 3P · DEFENCE −15 · IMP TA5	5	18d

Shôrkána *[simple]*

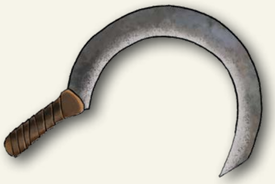
(Throwing axe) Originating in Shorkyne, this light throwing axe has a distinctive arching head.



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
10	10	5	d6	d8+4E	DEFENCE −5 · BR 40 · IMP TA6	2	48d

Sickle *[common]*

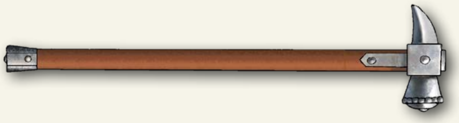
(Reap hook) An agricultural tool used for harvesting, reaping, and cutting. The curving blade in the style shown here helps catch and slice crops at the same time.



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
9	9	3	d6	d10+2E	DEFENCE −5	2	10d

Warhammer *[chivalric]*

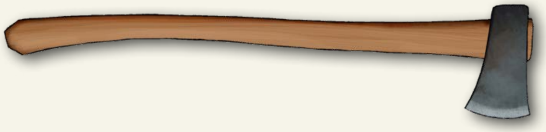
A heavy-headed bludgeoning weapon designed to dent and smash rigid armours. Its opposing spike can be used to make POINT strikes (d8+3P · AR 2P).



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	13	5	d6	d6+4B	DEFENCE −10	4	84d

Wood Axe *[common]*

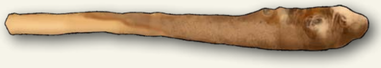
(Felling axe · Broad axe) A heavy, two-handed tool used for felling trees and chopping wood.



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
9	16	5	d6	d8+6E	DEFENCE −10 · IMPACT TA6	5	12d

CLUBS

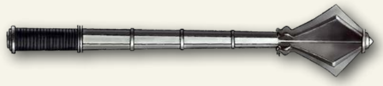
Club *[common]*



(Cudgel · Truncheon) Improvised clubs such as a table leg or branch have WQ 8; an unwieldy crowbar does d6+3B (WQ 11 · HFT 13 · LNG 4 · ZD d6 · 4 lb · 9d). Larger crafted clubs increase impact to d6+2B (WQ 9 · HFT 14 · LNG 5 · ZD d6 · 5 lb · 18d).

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
9	11	4	d6	d6+1B	·	3	12d

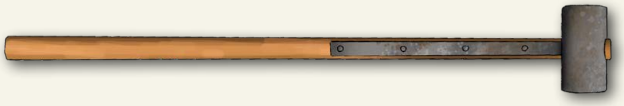
Mace *[chivalric]*



The flanges on the head are not for puncturing armour but for helping land more solid strikes by minimizing glancing blows. Many maces have wooden shafts, reducing their price for a lower performance (WQ 11 · HFT 11 · d6+3B · 3 lb · 84d).

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	13	4	d6	d6+4B	DEFENCE –5	4	108d

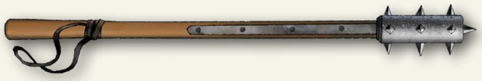
Maul *[simple · common]*



(Sledgehammer) The metal-headed maul given here is a weapon of war. The wood-headed version is a common tool (WQ 10 · HFT 17 · d6+5B · 9 lb · 24d).

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	18	5	d6	d6+6B	DEFENCE –15	7	96d

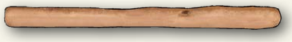
Morningstar *[simple]*



The heavy, usually two-handed club features short spikes that help better defeat armour and inflict lethal penetrating wounds.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	15	5	d6	d8+4P	AR 1P · DEF –10 · IMPACT TA 3P	5	48d

Stick *[common]*

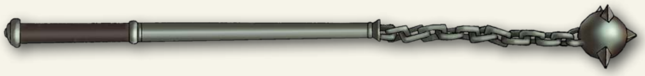


(Baton) A smaller club for close-quarter fighting. Treat torches as sticks when used to strike (see page 121 sidebar about targeting someone with a flaming torch).

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
8	9	3	d6	d6+0B	·	1	6d

FLAILS

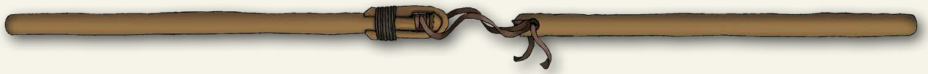
Ball & Chain *[chivalric]*



(Horseman's flail) The chain both makes it harder for foes to defend and allows for more impactful strikes, as the wielder can better swing through a connecting blow. The spikes do not deliver an appreciable puncture injury but instead help the ball better grip an armoured target, similar in effect to a mace's flanges.

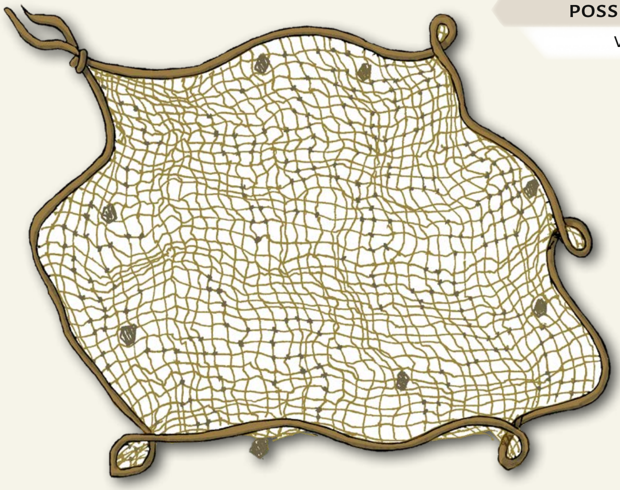
WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	14	5	d6	d6+5B	DEFENCE –10 · OPP DEFENCE –10	4	72d

Grainflail *[common]*



An agriculture tool used for threshing, the grainflail offers the same advantages to attacks as other similarly designed flail weapons.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
9	11	5	d6	d6+2B	DEFENCE –10 · OPP DEFENCE –10	3	16d



Net *[simple]*

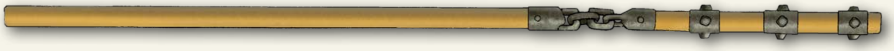
A rare weapon outside the arenas of the Pamesani games, the net has weights attached around its edge to aid its flight and envelopment.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
9	12	2	·	·	BASE RANGE 10 · ENVELOP	4	48d

Warflail *[simple]*

A military version of the grainflail, the warflail incorporates a metal chain attachment and studs, the latter for improving the chances for landing solid blows, as the flanges do for a mace.

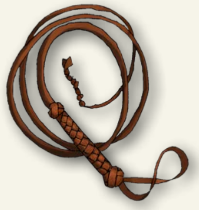
WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	17	6	d6	d6+6B	DEFENCE −10 · OPP DEFENCE −10	5	60d



Whip *[common]*

A tool for controlling animals—herders use the 8′–10′ one shown here to guide their flocks. Teamsters employ a shorter 4′–5′ drover's whip to drive wagon teams (HFT 8 · LNG 4 · ZD d6 · 1 lb · 6d · remove LONG trait). The Reksyni Isagâra has wire-reinforced tips (WQ 10 · HFT 10 · d8+1E · IMPACT TA 4E · 3 lb · 24d).

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
9	9	8	d8	d6+0E	DEFENCE −20 · ENTANGLE IMPACT TA 2E · LONG	2	12d

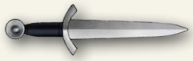


KNIVES

Dagger *[simple]*

A combat knife used primarily for thrusting, but also having one or both edges sharpened (LNG 3 · d10+1E). Not well balanced for throwing.

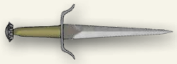
WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	7	3T	d6	d8+2P		1	24d



Kéltan *[simple]*

(Parrying dagger) A dagger with an enlarged hand guard (LNG 3 · d10+0E).

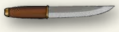
WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	7	3T	d6	d8+1P	BLOCK +5 · IMPACT TA 3P, 4E	2	36d



Knife *[common]*

(Hunting knife) A utilitarian blade, also with a sharp edge (LNG 2 · d10+0E).

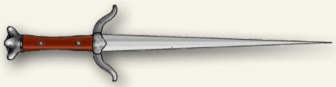
WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
10	6	2T	d6	d8+1P	BLOCK −10 · IMPACT TA 3P, 4E	1	6d



Longknife *[simple]*

(Vagorsereq) Available only to Ælrhin, the longknife has a sharp double-edged blade (LNG 4 · d10 +2E) but is designed primarily for thrusting. An elf-smith's innate Faeriecraft might also give it the MELEE +5 trait (page 93).

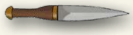
WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
13	7	4T	d6	d8+3P	BLOCK +5	2	96d



Tabûri *[simple]*

(Throwing knife) A pointed knife balanced and sharpened for throwing.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
10	7	2T	d6	d8+2P	BASE RANGE 30 · BLOCK −10	1	20d



POLEARMS

Falcastra *[common]*

A weapon developed from attaching a scythe blade to a shaft at a right angle. Most are lesser-quality peasant-rigged weapons.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
9	18	7	d8	d8+4P	DEFENCE –5 · SLOW 1H	6	42d

Glaive *[simple]*

A long-shafted weapon with a bladed end, used primarily for cutting strikes but can also be thrust with its pointed tip (LNG 7T · d8+3P).

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	18	7	d8	d10+4E	SLOW 1H	6	60d

Javelin *[simple]*

(Light spear · Dart) A small one-handed throwing spear. The head is either barbed (as listed) or narrowed, similar to a bodkin arrow (d8+3P · AR 2P).

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
10	11	5T	d6	d8+4P	BASE RANGE 60 · SLOW 1H	3	36d

Jousting Pole *[chivalric]*

A lance tipped with several blunted prongs rather than a single pointed blade. Such a head, used in tournaments, better catches hold of opposing shields (+2 impact for shield damage), and is less lethal should it strike the rider or horse.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
8	16	8T	d8	d6+2B	COUCHED · LONG · SLOW	6	40d

Lance *[chivalric]*

(Long spear) A spear used primarily from horseback, where the rider makes downward overhead strikes or couches it underarm to charge.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	17	8T	d8	d8+6P	COUCHED · LONG · SLOW	7	120d

Pike *[simple]*

(Great spear) An extremely long spear most often used on foot in formation against cavalry.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	19	9T	d8	d8+6P	COUCHED · LONG · SLOW	10	96d

Pitchfork *[common]*

The ubiquitous forked agricultural tool.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
9	12	5T	d6	d8+3P	SLOW 1H	4	9d

Poleaxe *[chivalric]*

A weapon similar in length to the spear, but with three primary modes: an axe head used for chopping strikes (top row); opposite this, a hammer head for bludgeoning (middle row); and, extending from the end of the shaft, a top spike for thrusting (bottom row). There can be a spike from the other, bottom end, too.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	18	6	d6	d8+7E	DEFENCE –10 · IMPACT TA6	7	96d
		6	d6	d6+5B	DEFENCE –10		
		6T	d8	d8+4P	IMPACT TA4 · SLOW 1H		

Spear *[simple]*

Perhaps the most widely used weapon on Kethira, the spear is usually paired with a roundshield by soldiers in tight, ranked formation.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	13	7T	d8	d8+5P	COUCHED · BR 40 · SLOW 1H	4	60d

Staff *[common]*

(Quarterstaff) This symmetrically balanced weapon allows for great control. The staff may be employed in Trip attacks, using its length instead of the unarmed Trip's LNG 2 (page 106).

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	12	5	d6	d6+2B	·	3	24d

Trident *[simple]*

A rare weapon whose strange three-pronged head makes it a popular spectacle in arena games. Its heft, otherwise, makes it a little less practical than the spear for mass warfare.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	14	6T	d8	d8+5P	BLOCK +5 · SLOW 1H	6	72d

SPECIAL STRIKE MODES

The following Strike Modes simulate special tactics. Characteristics remain the same except where noted.

HALF-SWORD MODE

Swords allow wielders to use the off-hand to grip and choke up on the blade while thrusting the weapon's tip. The technique is often employed in close quarters.

Weapon Length (LNG) is reduced by 2, but to no lower than 3. The weapon gets the THRUST trait (page 98).

Aspect becomes Point.

Heft is figured as two-handed use (page 98).

Without gauntlets, when half-swording all but the estoc (which has no sharp edges), each strike or block test CF inflicts an M1E injury to the gripping hand (independent of the accompanying Mishap Roll).

HANDLE MODE

Axes, clubs, flails (except whips), knives, and swords have a handle mode. When using the handle to strike, they have LNG 1, ZD d6, and inflict d6+0B impact. In defence, knives and swords in handle mode (which uses the pommel) have the BLOCK –10 trait, or, if already possessing the trait, further modify it by –10.

SHAFT MODE

Polearms allow combatants to make swung B-aspect attacks and defences with the weapon shafts. This mode reduces LNG by 2, uses the d6 ZD, inflicts d6+1B impact, removes any SLOW and THRUST traits, and includes (except for the staff) the MELEE –5 trait.

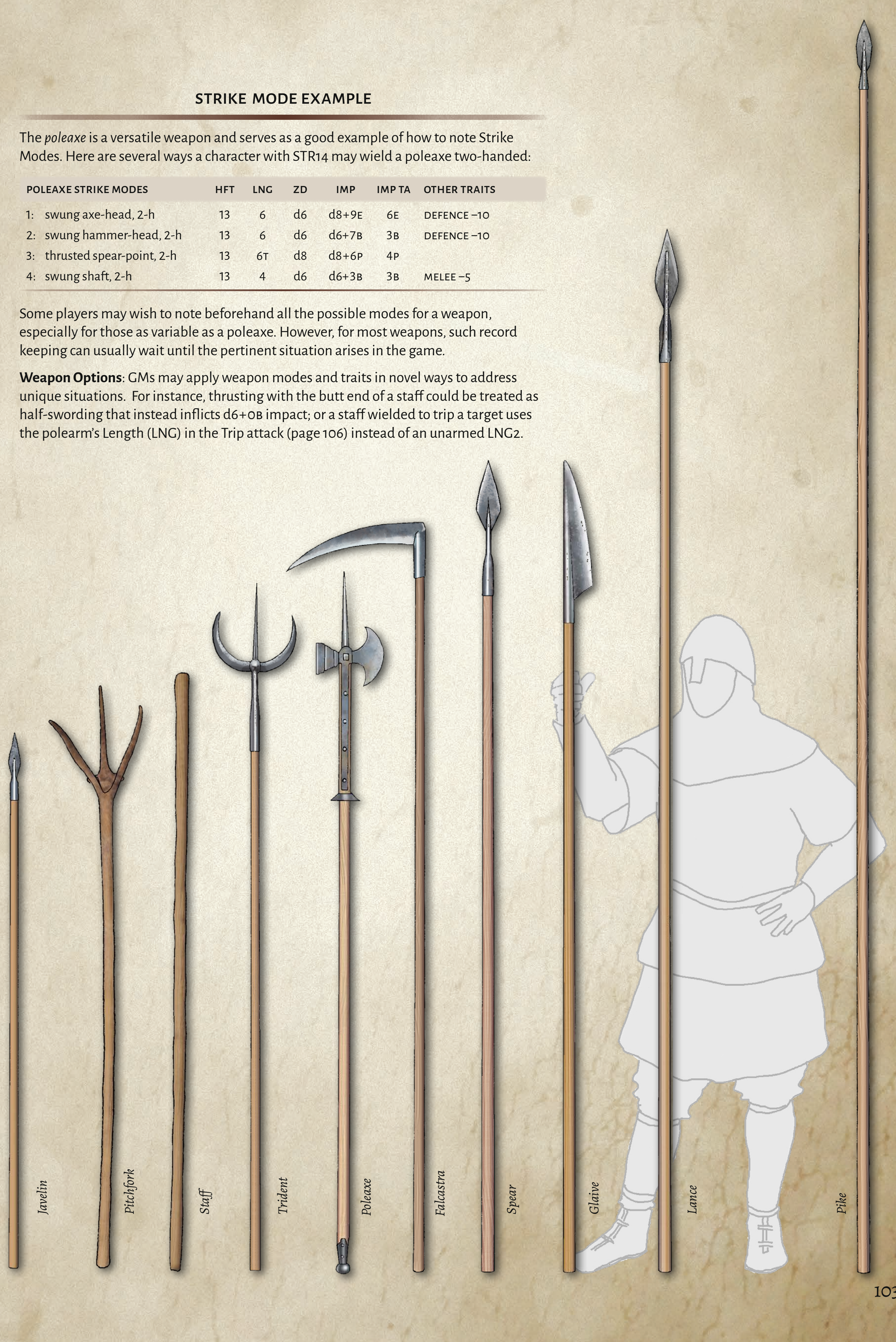
STRIKE MODE EXAMPLE

The *poleaxe* is a versatile weapon and serves as a good example of how to note Strike Modes. Here are several ways a character with STR14 may wield a poleaxe two-handed:

POLEAXE STRIKE MODES	HFT	LNG	ZD	IMP	IMP TA	OTHER TRAITS
1: swung axe-head, 2-h	13	6	d6	d8+9E	6E	DEFENCE –10
2: swung hammer-head, 2-h	13	6	d6	d6+7B	3B	DEFENCE –10
3: thrusted spear-point, 2-h	13	6T	d8	d8+6P	4P	
4: swung shaft, 2-h	13	4	d6	d6+3B	3B	MELEE –5

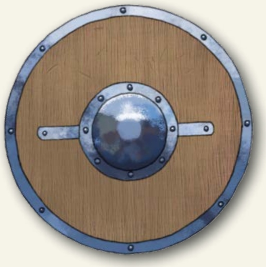
Some players may wish to note beforehand all the possible modes for a weapon, especially for those as variable as a poleaxe. However, for most weapons, such record keeping can usually wait until the pertinent situation arises in the game.

Weapon Options: GMs may apply weapon modes and traits in novel ways to address unique situations. For instance, thrusting with the butt end of a staff could be treated as half-swording that instead inflicts d6+0B impact; or a staff wielded to trip a target uses the polearm's Length (LNG) in the Trip attack (page 106) instead of an unarmed LNG2.



SHIELDS

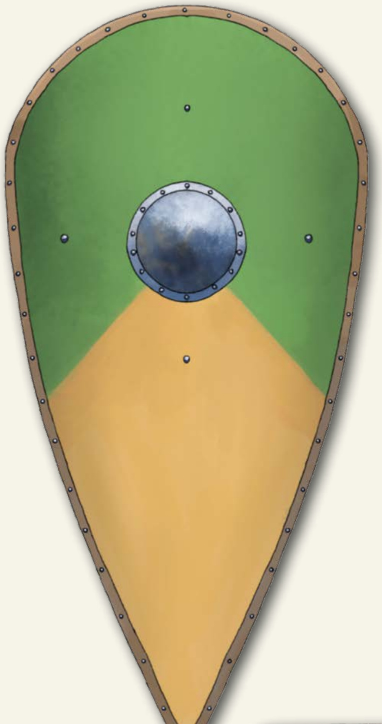
Using shields with the off-hand in a Block *or* Press Attack *neither increases their HFT by 5 (page 106) nor includes the usual –10 minimum off-hand penalty (page 165). However, swinging shields with the off-hand in bludgeoning strikes includes both.*



Buckler *[common]*

A small, light shield wielded in the fist with the arm extended. A buckler is carried when larger shields would be too cumbersome or militant-looking.

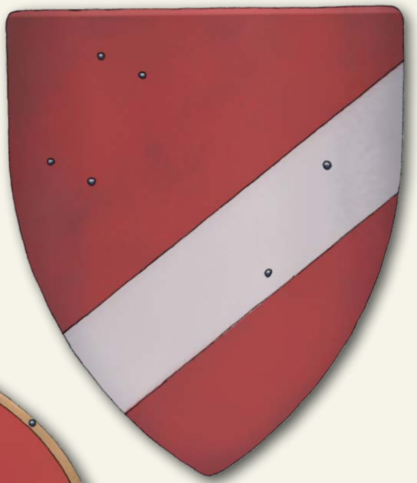
WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
9	8	1	d6	d6+0B	SHIELD MOD 5 · DEFLECT 1	3	30d



Kite Shield *[chivalric]*

A large shield that gives nearly full-body protection, favoured by mounted warriors because its tapered end protects a leg.

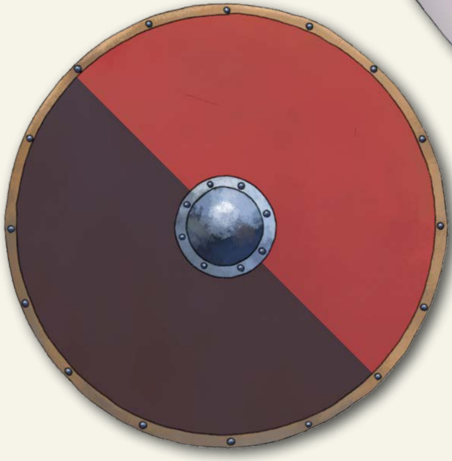
WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	11	1	d8	d6+1B	SHIELD MOD 15 · DEFLECT 4	7	72d



Knight's Shield *[chivalric]*

A medium shield often emblazoned with a coat of arms or its colours.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	10	1	d6	d6+1B	SHIELD MOD 10 · DEFLECT 3	5	60d



Roundshield *[simple]*

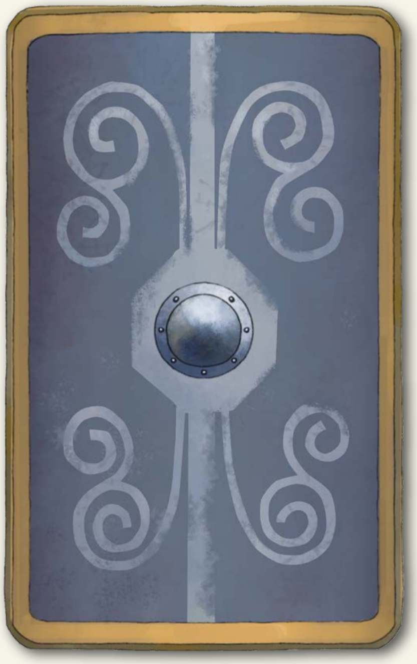
A medium shield that, along with a sturdy helm, is the core element of defence.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
10	10	1	d6	d6+1B	SHIELD MOD 10 · DEFLECT 3	6	48d

Tower Shield *[simple]*

A heavy rectangular shield that provides greater protection to the legs; usually wielded in large foot formations.

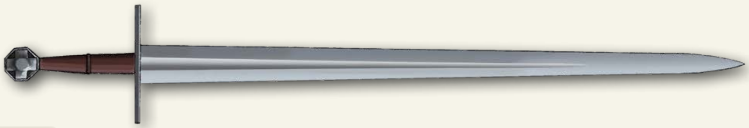
WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	12	1	d8	d6+1B	SHIELD MOD 20 · DEFLECT 5	8	96d



SWORDS

Bastard Sword *[chivalric]*

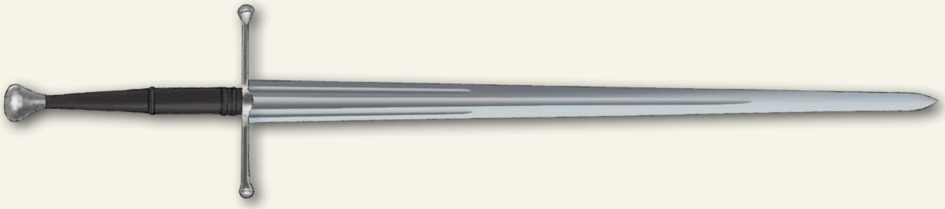
(Knight's sword · Hand-and-a-half sword) A large sword that enables strong combatants to wield it readily either one-handed (LNG 6) or two-handed (LNG 5).



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	14	6|5	d6	d10+4E	THRUST D8+2P	5	184d

Battlesword *[chivalric]*

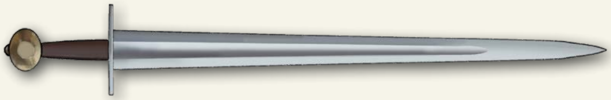
(Great sword · Long sword) A massive sword developed to overcome mail and batter plate defences, the uncommon battlesword can be wielded effectively in close-quarter fighting by a technique called half-swording (page 102).



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
13	18	6	d6	d10+5E	THRUST D8+2P	7	240d

Broadsword *[chivalric]*

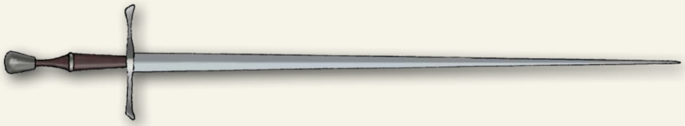
(Arming sword · War sword) The most popular weapon of the feudal gentry, the broadsword allows for a high degree of control. This is a lethal advantage against all defences but mail and plate, which routinely turn its slicing blows.



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	10	5	d6	d10+3E	THRUST D8+1P	3	156d

Estoc *[chivalric]*

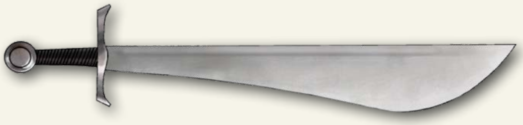
Designed to penetrate gaps in plate and mail, the estoc allows half-swording (page 102) more safely since only its tip is sharp. Its thrust-only style makes wielding it one-handed more difficult than a swung broadsword of similar weight. The thin blade sometimes overpenetrates, missing vital organs that the thicker points of spears and other swords would not.



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	14	5T	d6	d8+3P	AR 1P (2-HANDED) · IMPACT TA 3P	3	168d

Falchion *[chivalric]*

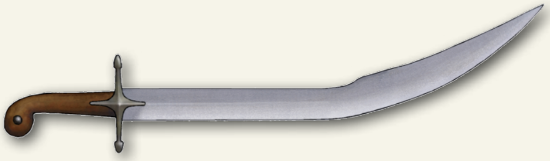
The design of the falchion's blade calls for chopping strikes. It shares elements of a sword's control, but with its weight centred further out on the blade, the falchion imparts a higher effective heft than a broadsword of similar weight.



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	12	4	d6	d8+4E	IMPACT TA 6E	3	120d

Scimitar *[simple]*

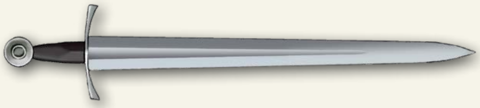
While less routinely penetrative than the broadsword, the scimitar's curved blade enhances the slashing injuries produced from its strikes that do land well. Its tip is usually not extremely sharp.



WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	10	5	d6	d10+2E	IMPACT TA 6E · THRUST D8+1P	3	184d

Shortsword *[simple]*

(Sword) Carried by many common folk, the shortsword primarily calls for cutting strikes. Its shorter length turns to an advantage in tight quarters against foes wielding spears and longer swords.



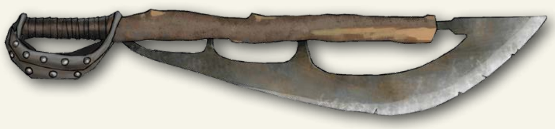
WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
12	8	4	d6	d10+2E	THRUST D8+1P	2	96d

SWORDS, GÂRGÚN

Máng *[simple]*

(Bladed club · Orcish falchion) A crude and unwieldy weapon made by the Gargun, the Mang is designed for hewing strikes like those of an axe.

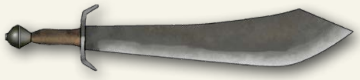
WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
10	11	5	d6	d8+4E	DEFENCE −10	3	108d



Mankar *[simple]*

(Short falchion · Orcish scimitar) Lighter and shorter than the Mang, the Mankar allows for effective chopping strikes despite its clumsiness.

WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE
11	9	3	d6	d8+3E	DEFENCE −5	2	84d



UNARMED

See CHAPTER 7: BESTIARY *for creature unarmed weapons, such as claws and tramples.*

WEAPON	LNG	ZD	IMP	TRAITS
Bite	0	d2	d4+0P	COUNTER · IMPACT TA 3P
Grab	1	d4	·	COUNTER · STR ROLL · (SEE BELOW)
Headbutt	0	d4	d6−2B*	COUNTER
Kick	2	d4	d6−2B*	COUNTER · LOW AIM
Limb Block	1	·	·	(SEE BELOW)
Press	1	·	·	COUNTER · STR ROLL · (SEE BELOW)
Punch	1	d4	d6−3B*	COUNTER · IMPACT TA 2B
Trip	2	·	·	COUNTER · STR ROLL · (SEE BELOW)

*Rigid helms, boots, or gauntlets increase impact by 2. Punch and Kick also suffer −10 penalty and reduce impact by 1 when used with an off-hand/foot.

Grab

The combatant attempts one of two manoeuvres:

Take an object held by the target in the *zone* struck, such as Left Arm or Right Arm (the *location* struck is irrelevant); or

Hold immobile the *zone* struck in the target for one round.

If a grabber is victorious in the Melee test, then the combatants make an opposed *Grab Roll* of d6+STR attribute (+3 per Impact TA; −2 one-handed; −3 off-handed). If this same grabber wins the *Grab Roll*, then the chosen manoeuvre happens; otherwise, there is no effect.

Hold Success: after grabbers succeed with a Grab (Hold), their targets must Pass on their next turn but may defend if able to. On the grabber's next turn, the opposed d6+STR *Grab Roll* is repeated: if the grabber wins, the hold continues; otherwise, the hold is broken.

Limb Block

The defender attempts an *unarmed* Block defence with a limb. Apply a −20 penalty to the Melee test if the limb is at odds with the attacking weapon's trajectory (*Leg Block versus Punch Attack*). Some Limb Blocks might be disallowed if radically awkward (*Leg Block versus Bite Attack*).

Tied Successes: the defender's limb zone is struck by the attacker's weapon (d10 LD). Subtract 2 from the Strike Impact to represent some mitigation due to the successful unarmed 'block'.

Limb Block Victory: the attack fails if the defender achieves *a higher success level without benefit of a tiebreak* (the blow is safely warded).

Press

The combatant attempts to push an opponent. If a presser is victorious in the Melee test, then the combatants make an opposed *Press Roll* of d6+STR attribute (+2 per Impact TA; +2 with Charge). If this same presser wins the *Press Roll*, the margin between the rolls determines the effect on the opponent. Otherwise, there is no effect.

MARGIN	PRESS EFFECT ON OPPONENT
1–4	Knocked back five feet.
5–9	Knocked back five feet and Stumble mishap roll (page 161).
10+	Knocked back ten feet and prone; Shock Roll against Shock Index 6 (SHK7 if margin 30–49; SHK8 if margin 50 or more).

Trip

The combatant attempts to force the opponent prone. If a tripper is victorious in the Melee test, then the combatants make an opposed *Trip Roll* of d6+STR attribute (+4 per Impact TA). If this same tripper wins the *Trip Roll*, the margin between the rolls determines the effect. Otherwise, there is no effect.

MARGIN	TRIP EFFECT ON OPPONENT
1–4	Knocked prone.
5–9	Thrown five feet and knocked prone.
10+	Thrown five feet and knocked prone; tripper has the option to succeed automatically on a Grab (Take or Hold) manoeuvre.

GRAB, PRESS, AND TRIP ROLLS

Only one opposed d6+STR roll is made as the result of the same opposed Melee test. Only characters who *initiate* such a d6+STR roll *and win it* may inflict the special effect.

Example 1*: Faldrik attacks with a sword against Nolora who counterstrikes with a trip. If Nolora wins the opposed Melee test, then the two make a d6+STR roll. If Nolora wins this opposed roll, she trips Faldrik; if Faldrik ties or wins the STR roll, there is no effect.*

Example 2*: Faldrik attacks with a grab (hold) against Nolora who counterstrikes with a trip. If Faldrik wins the opposed Melee test, then Faldrik holds her by winning the opposed d6+STR roll (otherwise, there is no effect). If Nolora wins the Melee test, then she trips him by winning the d6+STR roll (otherwise, there is no effect).*

Missile Weapons

Personal missile weapons are divided into four groups—bows, crossbows, slings, and thrown weapons.

Bows

Bows are hand-drawn, vertical staves that shoot arrows. Professional bowyers distinguish between the **self bow** (single piece of wood) and the **composite bow** (laminated combination of horn, sinew, and wood).

The majority of cultures throughout Kethira have used self bows for millennia without any substantial change in their overall size and construction. Self bows usually have a length roughly equal to the user's arm span—about five to six feet or more. Shorter ones are certainly possible, but these begin to represent the much less effective bow of a child or Gargun. To its great advantage, a self bow can be made cheaply and in a matter of only days.

The horse-culture people of the Lythian central plain traditionally employ the composite bow, the glue of which holds up better in the drier climate. The design of the composite bow allows for a more powerful shot than a self bow of the same draw, and its overall length when strung is only about four feet, ideally suited for use from horseback. However, constructing it is expensive and can take up to a year.

In addition to the material differences between the two bow types, folk also make several colloquial distinctions.

Hunting bow–War bow: archers most often describe their weapons as either *hunting* bows or *war* bows. Although somewhat arbitrary, the distinction essentially emerges from the bow's power. The lighter the draw, the longer it may be held ready when stalking prey (hunting bow); the heavier the draw, the more capable it is of delivering higher impact shots at a greater range (war bow).

Small bow–Large bow: feudal and imperial realms throughout Venarive sometimes categorise bows as either *small* bows or *large* bows, a contrast often making it into official written musters as SB and LB. However, these two abbreviations refer less to the physical size of the bow than to the above difference in draw weight. A SB is a small-draw hunting bow; a LB is a large-draw war bow. This distinction is born not out of strategy but rather the material reality at hand and the comparative training exhibited by the archers. Drawing large war bows requires decades of practice, usually from childhood.

Longbow–Crossbow: with the advent of the crossbow, many folk now call the self bow the *longbow*. This is not a description of the stave length—it has always been fairly long—but rather a way to distinguish it from the *crossbow*. That is, the selfbow's upright and long stave is contrasted with the crossbow's horizontal and short prod.

Longbow–Shortbow: trade, warfare, and migration have each to varying degrees brought the disparate cultures of Venarive into contact with each other. The composite bow is, therefore, not unfamiliar in realms where the self bow holds historical and popular sway. In fact, folk often call the composite bow a *shortbow* in obvious contrast to the much longer stave of the self bow. However, the shorter composite bow remains rare in the climate of northwestern Venarive where greater humidity makes its long-term and widespread use less viable.

Hartbow: Ælrhin bowyers of Kethira imbue their missile weapons with an elven essence that greatly increases their performance—a process called *faeriecraft*. They call such missile weapons *hartbows*. These are usually the single-piece self bow variety for the very same climatic reasons that encourages them in other northern cultures.

Crossbows

Crossbows have hand- or mechanically-drawn horizontal prods that project short, thick projectiles called bolts. The most common crossbows are made entirely of wood, while the Kuzhai have developed more powerful composite prods of horn and wood or—allegedly—all steel.

While their rate of fire suffers in comparison to bows, crossbows are much easier to use. Those untrained have an ML equal to SB×3 rather than SB×1. Archers may also carry crossbows loaded as long as they hold them horizontal to the ground (otherwise, the bolt simply slips off).

Slings

Slings are straps or loops used to hurl stones. Prevalent among cultures of the Venarian Sea, slings require even more training to master than bows.

STRENGTH IMPACT MODIFIER

The archer's Strength affects the performance of missile weapons in different ways:

Bows are rated by Draw (DRW). The higher the draw, the greater the impact and range. Archers have a Pull rating equal to Archery ML plus Strength ML. Pull must at least equal draw in order to span and shoot the bow.

Crossbows have a Draw just like bows. Archers can usually span weaker crossbows with their own hands; stronger ones require the use of mechanical devices called spanners (page 108).

Slings receive the Strength Impact Modifier (page 97).

Thrown weapons receive the Strength Impact Modifier minus 1, as shown on page 97.

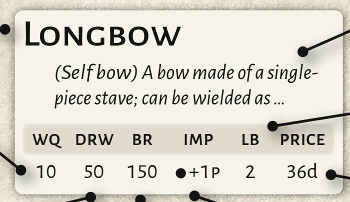
MISSILE WEAPON ENTRIES

NAME
The weapon's common name.

WQ
Weapon Quality—how well-made and sturdy the weapon is.

DRW
Draw—how hard the weapon is to span. A character's Pull rating by hand equals *Archery ML plus Strength ML*. Pull must equal or exceed Draw in order to load the weapon.

Archers whose pull exceeds draw by at least 75 may draw and hold an arrow long enough to take the 1-round Aim action like with crossbows and thrown weapons (page 163).



Longbow

(Self bow) A bow made of a single-piece stave; can be wielded as …

WQ	DRW	BR	IMP	LB	PRICE
10	50	150	●+1P	2	36d

BR
Base Range (BR)—maximum Direct Attack range in *feet*. Volley attacks have a maximum range equal to BR times a multiple based on the weight of the projectile shaft (×2 to ×4).

NOTES
A brief description or special commentary on its use or design. Alternate names may also be given.

LB
How much the weapon weighs in pounds (lb).

PRICE
The price (d) to acquire the weapon with its base WQ.

IMP
Impact—the impact bonus of the weapon at Base Range. The projectile's shaft weight determines the impact die (●).

PROJECTILES

The projectiles of bows (called arrows) and crossbows (called bolts) both have two traits—*shaft* weight and *head* type. Some crossbows require the archer to use a mechanical spanner to reload. See the *Missile Sequence* (page 163) for shooting projectiles.

PROJECTILE SHAFT

The mass of the projectile's shaft directly affects strike impact but inversely affects volley range.

SHAFT	IMP●	VM-B	VM-C	PRICE
Heavy	d12	×3	×2	15d
Light	d8	×4	×3	12d

SHAFT the rules distinguish between two shaft weights: *heavy* or *light*. Heavy arrow shafts weigh around 3.5 ounces; light ones, around 2 ounces. Crossbow shafts have a comparable mass, but are thicker with about a third the length.

IMP heavy shafts give projectiles a *d12* strike impact die; light shafts, a *d8*. The impact *modifier* is determined by the missile weapon's DRAW, as indicated by the bonus after the (●) symbol in the weapon tables (as explained above).

VM-B the maximum *volley multiplier* applied to a bow's base range (BR) when making a volley attack. Thus, a heavy arrow has a volley range of BR×3; light arrows extend it to BR×4.

VM-C the maximum *volley multiplier* for a crossbow bolt. Although less than a bow's maximum range, crossbows usually have a higher relative BR.

PRICE the cost to purchase *twelve* projectiles for a bow or crossbow in all head types.

PROJECTILE HEAD

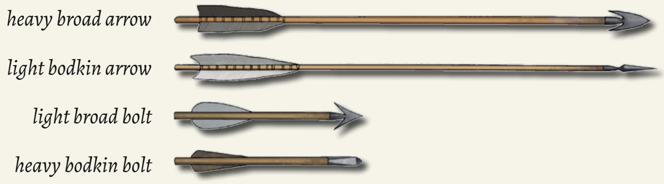
The design of the head of the projectile, whether arrow or bolt, affects how it inflicts trauma.

HEAD	EFFECT
Bodkin	AR 4P · IMPACT TA 3
Blunt	HALF STRIKE IMPACT
Broad	BLEEDING 5

BODKIN the narrow head more easily penetrates armour. Strike impact includes ARMOUR REDUCTION 4P (page 111) and IMPACT TA 3 (page 98).

BLUNT the head halves strike impact after impact die roll and all modifiers.

BROAD the wide sharp edges of the head more easily inflict bleeding injury. After determining the missile strike's Injury Severity (Injury Sequence, step 3, page 168), add five to Effective Impact. Use the new 'virtual' injury level to see if the impact causes a bleeder, if it did not already. *The original Injury Severity does not change in either case*. See the Melee Example for a demonstration of the effect (page 173, top of column 2).



CROSSBOW SPANNERS

Archers can use mechanical spanners on a crossbow to multiply their Pull rating.

SPANNER	PULL	RELOAD	LB	PR
Belt & Claw	×3	2 rounds	2	10d
Lever [K]	×5	4 rounds	3	25d
Windlass [K]	×10	8 rounds	5	60d

BELT & CLAW a hook attached to a belt pulls the string back when reloaders put their foot through a stirrup at the end of the crossbow and straighten their back. This triples (×3) their Pull but requires a 2-round action to complete.

LEVER a Kuzhan device that attaches to the crossbow stirrup and enables reloaders to push or pull with their arms to bring back the string. It multiplies Pull by five (×5) but takes a 4-round action to complete.

WINDLASS a Kuzhan device of pulleys and rotating arms attached to the end of the crossbow that allows the reloader to crank back the string. It multiplies Pull by ten (×10) but requires an 8-round action to complete.

BOWS

Composite Bow *[simple]*

(Ketari bow) An expensive and time-consuming glued construction of strips of wood with animal sinew on the 'back', or outer side (for flexing), and animal bone on its 'belly', or inner side (for resisting); can be wielded as a fragile club (LNG 4 · ZD d6 · d6+OB · WQ reduced by 5 in Weapon Damage Rolls).

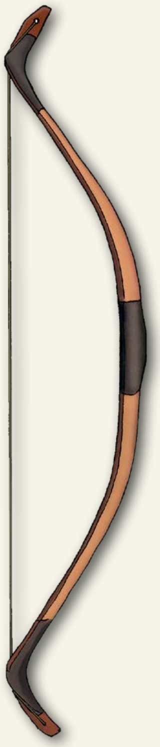
WQ	DRW	BR	IMP	LB	PRICE
11	40	150	●+1P	2	72d
11	60	180	●+2P	2	78d
11	80	210	●+3P	3	84d
12	100	240	●+4P	3	90d
12	120	270	●+5P	4	96d
12	140	300	●+6P	4	102d

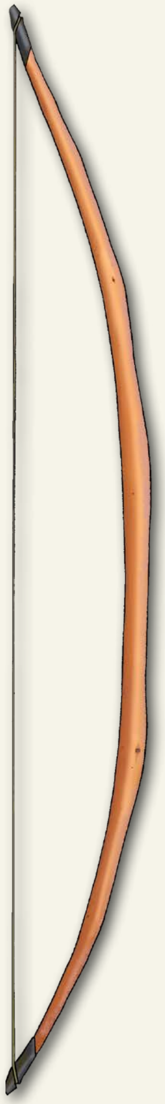
Longbow *[simple]*

(Self bow) A bow made of a single-piece wooden stave; can be used as a fragile club (LNG 5 · ZD d8 · d6+OB · WQ reduced by five in Weapon Damage Rolls).

WQ	DRW	BR	IMP	LB	PRICE
10	50	150	●+1P	2	36d
10	75	180	●+2P	2	45d
10	100	210	●+3P	3	54d
11	125	240	●+4P	3	63d
11	150	270	●+5P	4	72d
11	175	300	●+6P	4	81d

ÆLRHIN HARTBOW
Elven bows can be of either variety and—humbly adorned— resemble any other. However, the innate Faeriecraft of Ælrhin bowyers imbues the weapon with extraordinary performance (half the draw weight).





CROSSBOWS

Composite Crossbow *[simple]*

(Siege crossbow) With a string as thick as a thumb and a composite wood and horn prod, the stout compound crossbow almost invariably requires a mechanical spanner. For this reason many are relegated to siege defence, where the shooters can more easily gain shelter during the time-consuming reloading.

WQ	DRW	BR	IMP	LB	PRICE
11	200	270	●+4P	7	144d
12	300	300	●+6P	9	204d

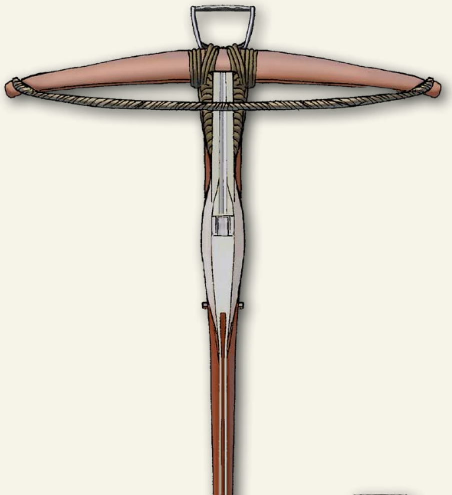
Wooden Crossbow *[common]*

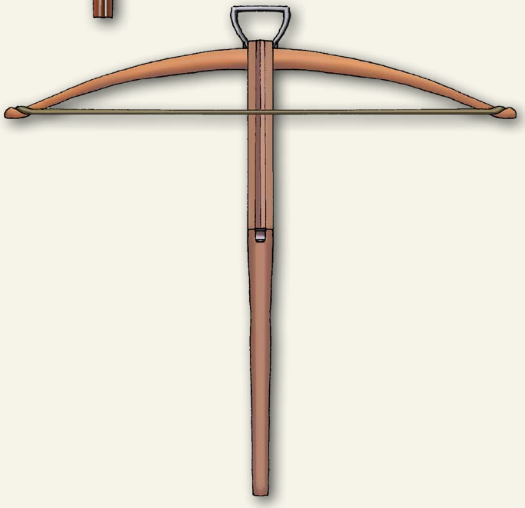
(Hunting crossbow) Light-draw versions are not uncommon hunting weapons. The archer's ability to hold and aim shots grants an advantage in stalking game.

WQ	DRW	BR	IMP	LB	PRICE
10	80	180	●+1P	3	60d
10	120	210	●+2P	4	84d
10	160	240	●+3P	5	96d

KÚZHAN STEELBOW
The dwarves construct steel-prod crossbows, the smallest of which expresses a devastating performance:

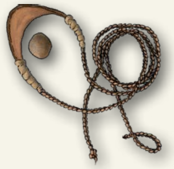
WQ	DRW	BR	IMP	LB	PRICE
14	500	360	●+10P	12	288d





SLINGS

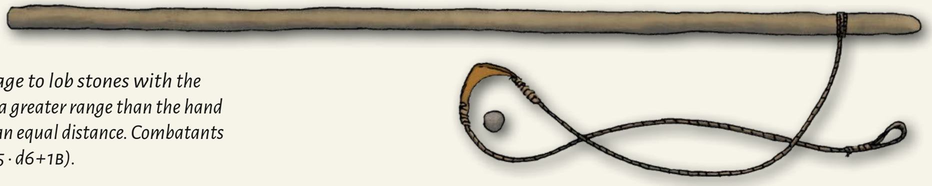
Hand Sling *[common]*



(Shepherd's sling) A braided or hemp string attached to a leather pouch. Properly hurling the lead stone missile is essentially impossible untrained. Of the various arm patterns of winding, some require only one or two circuits.

WQ	VM	BR	IMP	LB	PRICE
9	×4	180	d10+■B	0.2	6d

Staff Sling *[simple]*



*(War sling) Even untrained slingers can manage to lob stones with the staff sling (untrained use is SM1). It does not have a greater range than the hand sling but can hurl heavier objects, like pots of fire, an equal distance. Combatants can wield the staff in melee as a club (*HFT 11 · LNG 5 · *d6+1*B*).*

WQ	VM	BR	IMP	LB	PRICE
9	×3	240	d10+■B	3	18d

Using slings involves the following special rules:

Stones: the d10 B-aspect impact assumes specially crafted lead ovoid bullets (twelve weigh 2 lb · price 9d · Metalcraft 4d; 1 day). Improvised rocks have a –10 attack penalty and reduce base range by 30 feet.

■B: slingers add their Strength Impact modifier (page 97) to a successful strike, which inflict Blunt (B) aspect injuries.

Constricted PB: *staff slings* are awkward to direct at very close range. When the target is 60 feet away or less, the slinger does not receive the +10 point blank bonus to the Sling attack test.

Heavy Load: *staff slings* can launch Fire and Quicklime Pots (page 81), but with BR 60 and VM×2. Resolve as Thrown Objects, below.

THROWN WEAPONS

Characters make thrown weapon attacks by following the Missile Sequence (page 163). Include the following special rules.

WEAPON	HFT	BR	VM	PB-ZD	IMP
Javelin	11	60	×2	d6	d8+2P
Shorkana	10	40	×2	d8	d8+2E
Spear	13	40	×2	d8	d8+3P
Taburi	7	30	×2	d6	d8+0P
Others	*varies*	15	×2	d8	MELEE IMPACT –2

Heft (HFT): Heft penalties apply to Throwing tests (page 98).

Base Range (BR): commonly thrown weapons have their own base range, given in feet. For others, assume BR 15 feet.

Volley Multiplier (VM): all thrown weapons have VM×2 when the combatant takes the Attack (Missile) action.

Point Blank Zone Die (PB-ZD): throws at point-blank range use the Zone Die given in the table above. Beyond this range, all thrown weapons use d8 ZD for direct attacks; and d10 ZD for volley attacks.

Charging Throw: combatants may test Throwing with the Charge action. If at least 20 feet are covered before the throw in the same action, then there are three special effects: 1) Direct attack strike impact increases by 1; 2) VM increases to ×3; and 3) a thrower with a *positive* Strength Secondary Modifier (page 62) may add its bonus to the weapon's Base Range for calculating volley ranges.

20-FT CHARGING THROW	
Direct Attack:	Strike Impact +1
Volley Attack:	Volley multiple ×3; STR Mod bonus to BR

***Example**: a character with STR 14 (Secondary Modifier +10) makes a Missile volley attack with a javelin after a 25-ft charge. Volley 2 range increases to 140 feet (60 + 10 × 2); volley 3 is 210 feet (60 + 10 × 3).*

THROWN OBJECTS

Characters may throw non-aerodynamic objects, *such as containers and stones. Except where noted, the process follows the Missile Sequence as for thrown weapons.*

CONTAINER	STONE	HFT	BR	VM	PB-ZD	IMP	LB
Glass Vial, 4 oz	2" dia	6	60	×2	d6	d6+SB–1	0.5
Glass Jar, 1 pt	3" dia	10	40	×2	d8	d6+SB–1	2
Ceramic Jar, 1 qt	4" dia	14	30	×2	d8	d6+SB–1	5
Ceramic Pot, 2 qt	6" dia	18	15	×2	d8	d6+SB–1	9
Ceramic Jug, 1 gal	7" dia	22	5	×2	d8	d6+SB–1	16

Throwing Objects: –10 penalty; –20 penalty if oblong, like a torch.

BR: for objects with BR 5 ft, increase by an amount in feet equal to positive STR *Impact* bonus when making a Charging Throw (left).

Impact: imparted only by objects that do not easily shatter, such as most stones and rocks; **S** = the thrower's Strength Impact modifier.

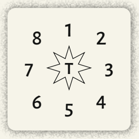
Lb: pounds; if a container is empty, use data from one row above.

Grenades: combatants may lob weapons and objects to *a point on the ground* rather than at a specific target. In place of the Direct and Volley Attack tables, deviation for such 'grenades' is measured by the Throwing success level and the distance to the target point. The result generates in units of 5 feet the object's deviation. Roll a d8 to determine the direction:

DISTANCE IN FT TO TARGET POINT

	≤ 5	15	30	60	90	120
CF	M	M	M	M	M	M
F	0	1	d2	d3	d4	d6
S	0	0	1	d2	d3	d4
CS	0	0	0	1	d2	d3

M (MISHAP): FUMBLE (0) OR STUMBLE (5).
DEVIATION IS IN FIVE-FOOT INCREMENTS.



ARMOUR

In most cultures throughout Venarive, there are simply two categories of warriors—those with armour and those without it. Wealthy combatants wear the most and best they can afford. The rest seldom enter battle with more than their clothing and shield and perhaps a helmet.

Armour Material

HÂRNMASTER recognises nine different types of material:

Cloth: heavy, coarse buckram or serge for the masses, linen and silk for the wealthy; includes soft leather, an expensive status material in western Venarive that offers no greater protection than buckram.

Leather: heavy, stiff rawhide used primarily in belts and shoes in most of Venarive; in cattle-rich cultures of central Lythia, often fashioned into near-rigid tunics.

Padded: either a single layer of thick wool clothing, or wool or flax stuffed between two stitched layers of cloth. Padded may be worn over or under other armour, such as Mail, often integrated into its construction.

Quilted: usually six to eight layers of cloth sewn together, perhaps stuffed as with Padded. Quilted articles are worn by themselves or sometimes over other armours, but are too thick to be worn readily under Mail or Plate. Quilted also includes the thick furs of northern or tribal folk.

Gambeson: a substantial, near-rigid material of usually 16–24 layers of stitched cloth, neither cheap nor light. With articles worn almost exclusively by themselves, Gambeson offers meaningful protection but is very heavy when wet.

Kûrbúl: Azeryani word for several layers of leather treated with hot water into a hard but brittle material, used in helmets and breastplates, and for spot protection. About five times as thick as Plate, Kurbul offers but half the protection at an equal weight.

Scale: leather reinforced with overlapping metal plates. More cumbersome than Plate and less durable than Mail, Scale is quicker and cheaper to produce than both.

Mail: interlocking metal rings either secured by interlacing leather thongs or attached to an underlayer of Leather or Padded. While at least as cumbersome as Plate, Mail can be fashioned into various flexible articles that allow coverage of the entire body.

Plate: rigid and continuous metal covering, used for helms, breastplates, and spot protection. Plate articles are less encumbering over the same area than Mail, and even Gambeson, but remain fairly expensive.

Armour Value

Armour provides protection by reducing the effective impact of strikes. Every attack delivers impact according to a specific ASPECT: blunt (B), edge (E), point (P) or fire/frost (F). The amount armour reduces in this way is called its ARMOUR VALUE (AV) and varies according to the armour's material and the strike's aspect. The total AV of overlapping materials is simply the sum of their individual ratings in each aspect.

ARMOUR VALUE

MATERIAL		B	E	P	F
C	Cloth	0	1	0	1
L	Leather	1	2	1	3
D	Padded	2	2	1	2
Q	Quilted	4	3	2	3
G	Gambeson	6	$\boxed{5}$	$\boxed{4}$	5
K	Kûrbúl	4	$\boxed{6}$	$\boxed{5}$	4
S	Scale	4	$\boxed{8}$	$\boxed{5}$	5
M	Mail	2	$\boxed{8}$	$\boxed{7}$	3
P	Plate	6	$\boxed{11}$	$\boxed{9}$	5

☐ ▨ ■ RIGID ARMOUR (*indicated with an* R *after the AV in text*)

***Example**: Mail with a Padded underlayer provides the following AV in the four aspects:*

***B**: 2 + 2 = AV4*
***E**: 8R + 2 = AV10R*
***P**: 7R + 1 = AV8R*
***F**: 1 + 2 = AV5*

The rigid (R) quality of the Mail applies to the total that includes the non-rigid Padded (see below).

Rigid Armour: an AV enclosed in a box—of any shade—indicates stiffer materials that reduce the lethality of edge and point Glancing Blows (step 3.2, page 168). This Rigid Armour quality applies to a location even when just a single layer among several possesses it. The grey and black fills refer to the Metal Armour Option (page 133).

Area Armour Value: see page 133 for an explanation of how to compute the Area AV in the fire/frost (F) aspect.

ARMOUR REDUCTION

Some weapons possess an Armour Reduction (AR) trait that reduces a target's Armour Value against the point (P) aspect (down to a minimum AV0). Armour Reduction most commonly belongs to *swung* weapons, such as a pickaxe. The higher momentum of such weapons achieves better penetration than that of *thrusted* weapons, like a spear. Bodkin-tipped arrows and bolts have perhaps the most effective armour reduction. Note that even weapons with the AR trait are still subject to Glancing Blows (page 168).

ARMOUR REDUCTION

WEAPON	AR
Morningstar · Estoc	1P
Warhammer spike	2P
Pickaxe	3P
Bodkin projectile	4P

***Example**: the impact of a warhammer's back-spike delivers point aspect strikes, but the nature of its design gives it a special AR2P. Against the spike, Padded & Mail is reduced to AV6R (AV8R – AR2).*

Armour Suits

For ease of immediate gameplay, the following section details twelve armour suits. These offer a variety sufficient enough to describe the clothing and armour worn by most folk, from the simple outfit of a peasant to the imposing mail armour of nobility. Players may customise the twelve suits—or fabricate entirely unique ones piece by piece—by consulting the tables and rules in the Armour Articles section (page 117).

Each suit of armour is given a name usually according to its most prominent article. Consult the Armour Suits Entries box, below, for an explanation of essential terms. See the Weaponcraft skill (page 89) for rules on how to fabricate clothing and armour.

ENCUMBRANCE

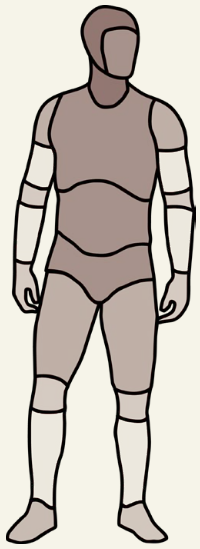
Armour is less restricting than many imagine. Warriors retain some coordination even in the heaviest pieces. Encumbrance (ENC) affects characters in two ways:

- Move, Agility, and skills with Agility in the Skill Base suffer a penalty equal to ENC. Strength then modifies these amounts (see box, below right). Tests of swimming involve harsher ENC penalties (page 86).
- Modified ENC + 5 equals the character's Personal Fatigue (PF), the amount of fatigue accumulated over a given period of exertion (page 176).

Strike Zones & Locations

For the purposes of armour protection and injury, a human-like body consists of four general **zones**, divided further into 15 specific **locations**. Armour Value equals the total AV of all layers of material present at each location.

ZONE	LOCATION	ABBR
Head	Skull	Sk
	Face	Fa
	Neck	Nk
Arms	Shoulder	Sh
	Upper Arm	Ua
	Elbow	El
	Forearm	Fo
	Hand	Ha
Torso	Thorax	Tx
	Abdomen	Ab
	Pelvis	Pv
Legs	Thigh	Th
	Knee	Kn
	Calf	Ca
	Foot	Ft



Some creatures present unique locations according to their body type, such as wings, tails, and additional legs—see CHAPTER 7: BESTIARY.

ARMOUR SUIT ENTRIES

PRICE

The price to acquire the suit, given in silver pennies (d).

PERCEPTION

The penalty applied to PER and PER-based tests due to headpieces, such as a cowl or great helm.

PRICE	ENC	PER	AREA	LB
2000	20	10	F4	50

LB

The suit's estimated weight in pounds for when carried as gear (page 122 sidebar) or calculating arcane Consonance (page 209).

ENCUMBRANCE

The Encumbrance (ENC) total from all articles of the suit (page 118). The character must also add the effect of gear carried, slung, or packed—every 20 pounds of additional equipment adds 5 ENC (page 122 sidebar).

AREA

The Armour Value (AV) against Area Fire and Frost (F) attacks. When devising unique suits, Area AV equals the sum of each Location's individual Fire/Frost AV times the Location's Coverage factor (COV), as explained on page 133. As an optional quicker calculation, treat Area AV as equal to the *Torso* location's F-aspect AV *minus* 1.

ENCUMBRANCE STRENGTH MODIFIER

Strength (STR) can affect a character's Encumbrance (ENC). A STR of at least 12 reduces ENC by the amount given below, down to a minimum ENC 0. A STR of less than 10 increases ENC, but only when the base ENC is at least 5.

STR	MOD
5	(+15)
6–7	(+10)
8–9	(+5)
10–11	0
12–13	–5
14–15	–10
16–17	–15
18–19	–20
20–21	–25
⋮	⋮

Example 1*: a character with ENC15 and STR12 has modified ENC10 (15 − 5 = 10), and, thus, Personal Fatigue 15.*

Example 2*: a character with ENC15 and STR18 has modified ENC0 (15 − 20 = minimum 0) and PF5.*

Example 3*: a character with ENC5 and STR8 has modified ENC10 (5 + 5 = 10) and PF15. With a base ENC0, the same character would instead have modified ENC0 and PF5.*

Being *mounted* improves the character's ENC modifier from Strength by 15. For instance, –5 improves to –20.

Bulk penalty (page 117) arises from the excessive layering of clothing and armour, but applies independently of ENC.

CLOTHING

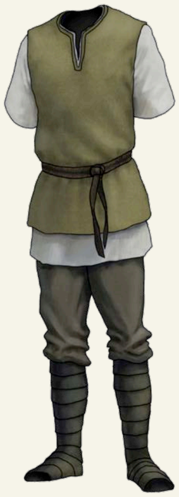
PRICE	ENC	PER	AREA	LB
100	0	0	F1	5

The basic article of clothing for folk throughout most of Venârivè is the tunic, its sleeves varying in length from above the elbow down to the wrists. Layered with vests or robes and combined with leggings, trousers, shoes, or swaddling, the Clothing suit offers some protection against the elements, if very little versus weapons.

Clothing material varies according to social class. Shown here is the heavy coarse cloth typical of the low to middle classes (Wealth 6). As a guide, multiply the 100d cost proportionally to Wealth to reflect the greater use of linen, fine wool, soft leather, and silk in the garments of the higher classes. Thus, guilded folk (Wealth 12) likely spend 200d on their attire; the lavish clothing of a powerful baron might cost 1200d (Wealth 72) to 1500d (Wealth 90) or more.

Cloth Vest
Cloth Tunic
Cloth Breeches
Cloth Swaddle

LOC	B	E	P	F
SK	·	·	·	·
FA	·	·	·	·
NK	·	·	·	·
SH	·	1	·	1
UA	·	1	·	1
EL	·	1	·	1
FO	·	·	·	·
HA	·	·	·	·
TX	·	2	·	2
AB	·	2	·	2
PV	·	2	·	2
TH	·	1	·	1
KN	·	1	·	1
CA	·	1	·	1
FT	·	1	·	1



HEAVY CLOTHING

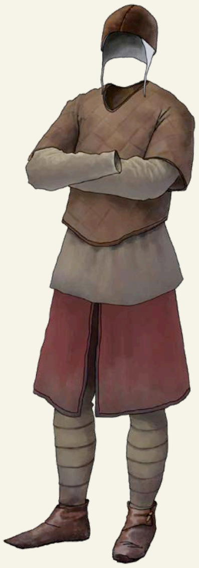
PRICE	ENC	PER	AREA	LB
240	0	0	F3	10

In colder climates folk usually just wear more layers or include heftier wool tunics. Depicted here is a suit of Heavy Clothing consisting of cloth underlayers of a long-sleeved tunic and coat, topped somewhat unusually by a padded shirt. This is commonly worn as backing to a mail byrnie; alone, it might give a poor member of the militia a sense of wearing true 'armour'. Tribal people in many parts of Venarive mimic such upper body protection by way of animal skin mantles. The stiff leather helm sewn over a cloth arming cap mitigates some weapon impact and is nearly as rigid as the uppers of the illustrated shoes. However, the cap is more likely donned for protection against the elements.

The cost of Heavy Clothing reflects class like Clothing; modify its cost to get the desired apparent Wealth.

Leather Cap
Padded Shirt
Cloth Sleeved Tunic
Cloth Surcoat
Cloth Breeches
Cloth Swaddle
Leather Shoes

LOC	B	E	P	F
SK	1	2	1	3
FA	·	·	·	·
NK	·	·	·	·
SH	2	4	1	4
UA	2	3	1	3
EL	·	1	·	1
FO	·	1	·	1
HA	·	·	·	·
TX	2	4	1	4
AB	2	4	1	4
PV	·	3	·	3
TH	·	2	·	2
KN	·	2	·	2
CA	·	1	·	1
FT	1	3	1	4



QUILTED COAT

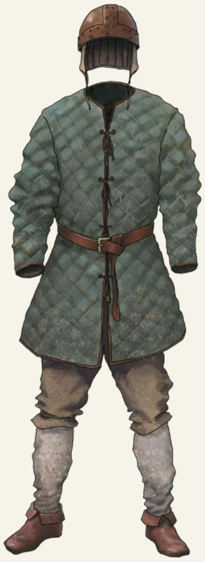
PRICE	ENC	PER	AREA	LB
400	5	0	F4	20

Suits more substantial than Heavy Clothing can be considered true armour, at least socially speaking, if not to the same effective extent. While the half dozen or so textile layers of the bulky Quilt Coat might also serve as an expensive heavy winter jacket, the hardened leather kurbul helmet definitely marks the suit's wearer as some type of martialist: a yeoman archer, a veteran of the town militia, or perhaps a successful brigand. Those not requiring as much mobility might augment the depicted suit with kurbul spot protection on the arms and legs.

For the Quilted Coat and the nine more substantial suits that follow, the Wealth multiplier rule does not usually apply. Someone donning such suits already reflects a specific class—the warrior class.

Kurbul Helm
Padded Cap
Quilted Coat
Cloth Tunic
Cloth Breeches
Cloth Leggings
Leather Shoes

LOC	B	E	P	F
SK	6	$\boxed{8}$	$\boxed{6}$	6
FA	·	·	·	·
NK	·	·	·	·
SH	4	4	2	4
UA	4	4	2	4
EL	4	4	2	4
FO	4	3	2	3
HA	·	·	·	·
TX	4	4	2	4
AB	4	4	2	4
PV	4	5	2	5
TH	4	5	2	5
KN	·	2	·	2
CA	·	1	·	1
FT	1	3	1	4



KÛRBÚL CUIRASS

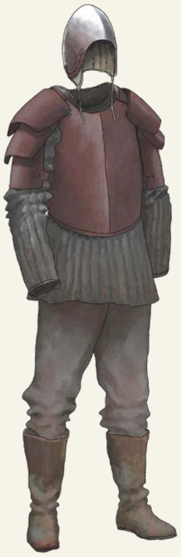
PRICE	ENC	PER	AREA	LB
500	5	0	F4	20

Some have mistakenly translated the Azeryani word kurbul *as 'boiled' or even 'waxed' leather—however, armourers use a process to create the rigid leather-plate that involves merely hot water. What results, in any event, is a rigid armour about five times as thick as and of equal weight with metal plate, albeit much cheaper to make. Kurbul is used in helms and breastplates and in limb pieces, although a little thinner in the latter case. While hard, the stuff can be brittle (see optional breakage rules, page 133).*

Likely only a professional soldier would don the suit pictured—a city guard or mercenary. Weaponcrafters can make a version of kurbul that is twice as thick as usual, but some baulk at the cost and weight (+200d, +10 ENC, +15 LB), despite the increased protection (+2 AV to all SH · UA · TX · AB).

Plate Helm
Padded Cap
Kurbul Spaulders
Kurbul Rerebraces
Kurbul Cuirass
Padded Slvd. Tunic
Cloth Trousers
Cloth Swaddle
Leather Boots

LOC	B	E	P	F
SK	8	13	10	7
FA	·	·	·	·
NK	·	·	·	·
SH	6	8	6	6
UA	6	8	6	6
EL	2	2	1	2
FO	2	2	1	2
HA	·	·	·	·
TX	6	8	6	6
AB	6	8	6	6
PV	2	3	1	3
TH	·	1	·	1
KN	·	1	·	1
CA	1	4	1	5
FT	1	3	1	4



SCALE BYRNIE

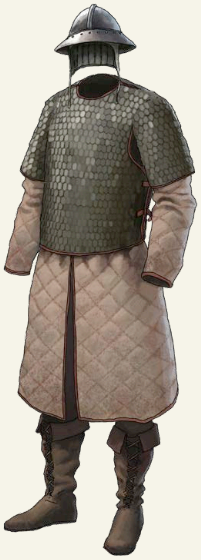
PRICE	ENC	PER	AREA	LB
700	10	0	F5	30

The individual scales of a Scale Byrnie suit are a third the thickness of plate armour and vary in width from about a quarter of an inch to two inches—those depicted here are in the middle of this range. Their tips could be pointed or rounded. Backed with leather, scale armour is stiffer and less durable than mail and more cumbersome than plate, but quicker to produce than mail and cheaper than plate.

The suit shown would belong to a professional warrior and would fill a niche similar to the Gambeson and Kurbul Cuirass suits. The plate helm here is a 'kettle' helm, its brim deflecting downward plunging missiles better. If the Face Location option rule (page 133) is used, the kettle helm provides Plate coverage (B6–E11–P9) to the EYES and EARS against arrows and bolt volley shots (page 164).

Plate Helm
Padded Cap
Scale Byrnie
Padded Coat
Cloth Trousers
Cloth Swaddle
Leather Boots

LOC	B	E	P	F
SK	8	13	10	7
FA	·	·	·	·
NK	·	·	·	·
SH	6	10	6	7
UA	6	10	6	7
EL	2	2	1	2
FO	2	2	1	2
HA	·	·	·	·
TX	6	10	6	7
AB	6	10	6	7
PV	2	3	1	3
TH	2	3	1	3
KN	·	1	·	1
CA	1	4	1	5
FT	1	3	1	4



MAIL BYRNIE

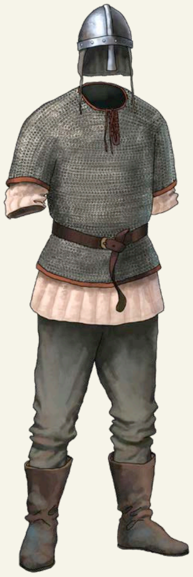
PRICE	ENC	PER	AREA	LB
800	5	0	F4	20

The flexibility of mail allows it to be fashioned into articles that cover the entire body—an advantage unmatched by leather and other metal armours. It is also quite durable and fairly easy to maintain. Warriors of modest skill can repair individual links on their own. A padded shirt or tunic is worn beneath mail, often sewn integrally into it.

The Mail Byrnie shown here covers most of the vulnerable areas of the torso. The plate helm with arming cap prevents nearly all serious blows to the skull; its subtended piece deflects strikes to the nose. With practically no other substantial protection, the Mail Byrnie is intended for maximum mobility and extended wear, perhaps donned by a marine, viking raider, or travelling or hunting noble.

Plate Helm
Padded Cap
Mail Byrnie
Padded Tunic
Cloth Trousers
Cloth Swaddle
Leather Boots

LOC	B	E	P	F
SK	8	13	10	7
FA	·	·	·	·
NK	·	·	·	·
SH	4	10	8	5
UA	4	10	8	5
EL	2	2	1	2
FO	·	·	·	·
HA	·	·	·	·
TX	4	10	8	5
AB	4	10	8	5
PV	2	3	1	3
TH	·	1	·	1
KN	·	1	·	1
CA	1	4	1	5
FT	1	3	1	4



GAMBESON

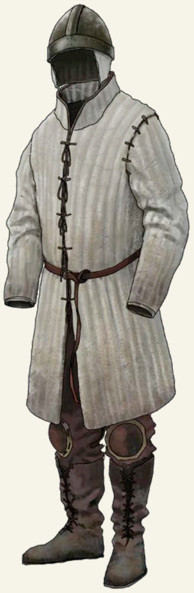
PRICE	ENC	PER	AREA	LB
800	10	0	F6	30

An extremely rigid textile armour made from up to two dozen layers of stitched cloth, the Gambeson suit reduces quite effectively the impact of most weapons. While not cheaply made, its design is such that even clothiers can fashion it. The arms of the coat are attached separately to the torso and must be made thinner to allow for movement. Even this would be too stiff for leggings, and so gambeson material is limited to arm and torso armour. It is surprisingly heavy—more so when soaked (+10 ENC; 50 LB).

The suit depicted includes a substantial padded arming cap and plate helm, as well as stout boots and kurbul knee protection. This armour would denote a warrior of some professionalism, such as a lord's household man-at-arms, a squire, or perhaps even a young or poor knight bachelor.

Plate Helm
Padded Cap
Gambeson Coat
Cloth Vest
Kurbul Kneecops
Padded Cuisses
Cloth Breeches
Cloth Swaddle
Leather Boots

LOC	B	E	P	F
SK	8	13	10	7
FA	·	·	·	·
NK	6	5	4	5
SH	6	5	4	5
UA	6	5	4	5
EL	6	5	4	5
FO	6	5	4	5
HA	·	·	·	·
TX	6	6	4	6
AB	6	6	4	6
PV	6	6	4	6
TH	8	8	5	8
KN	6	9	6	7
CA	1	3	1	4
FT	1	3	1	4



SCALE HABERGEON

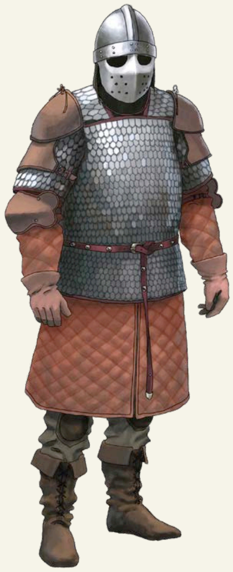
PRICE	ENC	PER	AREA	LB
950	15	5	F6	40

Scale shares some of the flexibility of mail and so can be fashioned similarly to cover much of the same areas of the upper body. However, its stiffness effectively prevents its use in full sleeves or in leggings.

The Scale Habergeon shown here extends over the elbows and over the pelvis. It would appear worn by a heavy footman, a trained soldier equipped for a crowded melee. While the masked plate helm slightly impairs vision—and the addition of kurbul arm protection exacerbates long-term fatigue during a hand-to-hand battle—this suit would allow for a fair amount of mobility, while still covering nearly all vulnerable areas. While it is only about £1 cheaper than Mail Habergeon, such a saving becomes significant when a lord outfits entire companies.

Plate ¾-Helm
Padded Cap
Kurbul Spaulders
Kurbul Coudes
Leather Gauntlets
Scale Habergeon
Padded Coat
Cloth Breeches
Kurbul Kneecops
Padded Leggings
Leather Boots

LOC	B	E	P	F
SK	8	13	10	7
FA	6	11	9	5
NK	·	·	·	·
SH	10	16	11	11
UA	6	10	6	7
EL	10	16	11	11
FO	2	2	1	2
HA	1	2	1	3
TX	6	10	6	7
AB	6	10	6	7
PV	6	11	6	8
TH	4	5	2	5
KN	6	9	6	7
CA	3	4	2	5
FT	3	4	2	5



MAIL HABERGEON

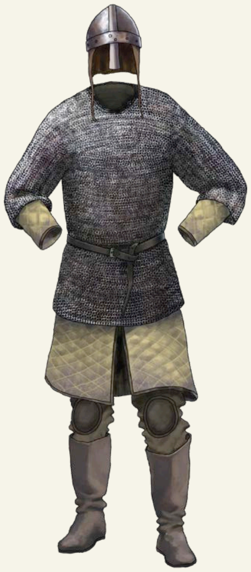
PRICE	ENC	PER	AREA	LB
1100	10	0	F5	30

Essentially a slightly enhanced version of the Mail Byrnie, the Mail Habergeon lengthens the mail shirt in the arms and below the waist. Similarly, the byrnie's shorter padded under-tunic now becomes a full-length coat. While in general armour is less encumbering than one might imagine, any loss of mobility or increase in long-term exertion mostly stems from the burden of arm and leg pieces—the torso much more readily bears such strain. The suit here provides stouter protection to the lower body at just such an expense in encumbrance.

A wealthy yeoman footman or man-at-arms on campaign would wear a Mail Habergeon, likely one of the most commonly seen suits among soldiers in feudal realms.

Plate Helm
Padded Cap
Mail Habergeon
Padded Coat
Cloth Breeches
Kurbul Kneecops
Padded Leggings
Leather Boots

LOC	B	E	P	F
SK	8	13	10	7
FA	·	·	·	·
NK	·	·	·	·
SH	4	10	8	5
UA	4	10	8	5
EL	4	10	8	5
FO	2	2	1	2
HA	·	·	·	·
TX	4	10	8	5
AB	4	10	8	5
PV	4	11	8	6
TH	4	5	2	5
KN	6	9	6	7
CA	3	4	2	5
FT	3	4	2	5



MAIL HAUBERK

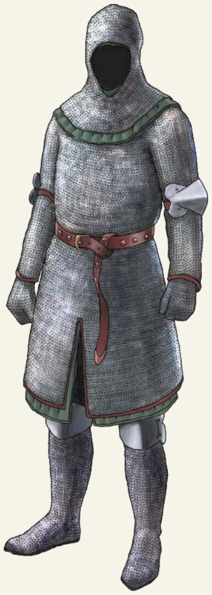
PRICE	ENC	PER	AREA	LB
2000	25	10	F6	60

The Mail Hauberk suit demonstrates the zenith of its material's advantage—head-to-toe protection against nearly all lethal melee weapon strikes. The mail mittens shown here are separate articles sewn into the shirt's sleeve. Often they are an extended part of the mail itself with a slitted leather palm that allows the hand to slip out when needed. The mail leggings have a leather bottom under the feet to give better traction. The padded and mail cowls muffle hearing and obstruct some peripheral vision.

For the most part, only the nobility can afford the enormous expense of a full suit of mail. While a Mail Hauberk suit is worn primarily by the knights and their retinue of heavy cavalry, its encumbrance is not so great as to prevent some mobility in unmounted combat.

Mail Cowl
Padded Cowl
Plate Coudes
Mail Mittens
Padded Mittens
Mail Hauberk
Padded Coat
Cloth Breeches
Plate Kneecops
Mail Leggings
Padded Leggings

LOC	B	E	P	F
SK	4	10	8	5
FA	·	·	·	·
NK	4	10	8	5
SH	4	10	8	5
UA	4	10	8	5
EL	10	21	17	10
FO	4	10	8	5
HA	4	10	8	5
TX	4	10	8	5
AB	4	10	8	5
PV	4	11	8	6
TH	8	21	16	11
KN	10	22	17	11
CA	4	10	8	5
FT	4	10	8	5



KÛRBÚL & MAIL

PRICE	ENC	PER	AREA	LB
2500	40	15	F8	80

Kurbul serves as a cheaper, if more temporary, substitute for plate armour. In its optional thicker version, the suite encumbers and weighs more than plate, but only protects nearly as well (use the same adjustments as given for the option explained in the Kurbul Cuirass entry, page 114).

Usually only mounted warriors wear the Kurbul & Mail suit shown here—as evidenced mostly by the plate greaves on the legs. Whether a wealthy manor lord or an elite royal man-at-arms, the fighter would be quite encumbered dismounted. More importantly, the suit would prove too exhausting to bear for long on foot in a pitched battle. The face-plated helm atop the padded and mail cowls also inhibits perception, a disadvantage less important while mounted.

Plate ¾-Helm
Mail Cowl
Padded Cowl
Kurbul Spaulders
Kurbul Rerebraces
Kurbul Coudes
Mail Mittens
Padded Mittens
Kurbul Cuirass
Mail Hauberk
Padded Coat
Cloth Breeches
Kurbul Kneecops
Plate Greaves
Mail Leggings
Padded Leggings

LOC	B	E	P	F
SK	10	21	17	10
FA	6	11	9	5
NK	4	10	8	5
SH	8	16	13	9
UA	8	16	13	9
EL	8	16	13	9
FO	4	10	8	5
HA	4	10	8	5
TX	8	16	13	9
AB	8	16	13	9
PV	4	11	8	6
TH	8	21	16	11
KN	8	17	13	10
CA	10	21	17	10
FT	4	10	8	5

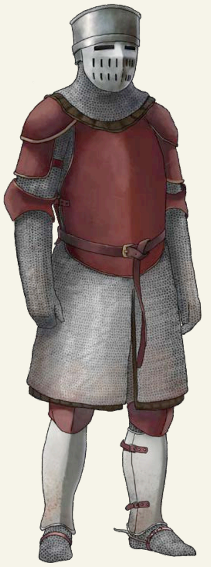


PLATE & MAIL

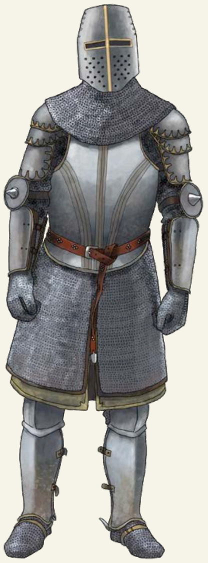
PRICE	ENC	PER	AREA	LB
3200	40	20	F9	90

For the same area of coverage, plate actually weighs less than mail and even the textile gambeson. While its expense keeps it rare, and thus underdeveloped throughout most realms of Venarive, it technically could eventually prove easier to manufacture than mail. Moreover, blunt trauma does not transfer through plate, unlike mail—only denting and driving it against bone threatens its wearer.

Aside from the Kuzhai superheavy foot companies, only mounted warriors would wear Plate & Mail. Like Kurbul & Plate, this armour makes even short-term melee and movement quickly tiring, and its fully encompassing great helm largely impedes vision and hearing. It is a suit likely afforded by only the wealthiest nobility, such as a preeminent manor lord or tenant-in-chief.

Great Helm
Mail Cowl
Padded Cowl
Plate Spaulders
Plate Rerebraces
Plate Coudes
Plate Vambraces
Mail Mittens
Padded Mittens
Plate Cuirass
Mail Hauberk
Padded Coat
Cloth Breeches
Plate Kneecops
Plate Greaves
Mail Leggings
Padded Leggings

LOC	B	E	P	F
SK	10	21	17	10
FA	6	11	9	5
NK	10	21	17	10
SH	10	21	17	10
UA	10	21	17	10
EL	10	21	17	10
FO	10	21	17	10
HA	4	10	8	5
TX	10	21	17	10
AB	10	21	17	10
PV	4	11	8	6
TH	8	21	16	11
KN	10	22	17	11
CA	10	21	17	10
FT	4	10	8	5



Armour Articles

Characters can be outfitted with individual articles of clothing and armour in order to augment the existing twelve suits on pages 113–116 or to create new combinations that reflect various styles and traditions. Select from the Armour & Clothing Articles table on page 118, and pay close attention to the following rules concerning layer restrictions.

Layer Restrictions

Only certain material combinations may be worn on top of each other without inducing what is called a **Bulk penalty**. Such layer restrictions are checked separately for each Body Zone and Location. So, first, group selected articles according to whether they cover the *head* locations, the *arm* locations, the *torso*, or the *legs*. Note that the coverage of some articles can place them in more than one such zone.

Next, choose one of the four Body Zones and single out the article that serves as the most prominent layer and that covers at least one of the Body Zone's locations. Then, locate the article's *material* in the brown-shaded BASE column of the Armour Layers table to the right. The abbreviations—C, L, D, Q, G, K, S, M, P—refer to the nine Armour Materials explained on page 111.

The materials shown in the two columns to the left of the base material may be worn *under* the chosen article; those in the two columns to the right may be worn *over* it. Lastly, check for these restrictions to avoid a Bulk penalty:

- Each Body Zone may consist of no more than five layers.
- Only one layer of either D or Q is allowed per five layers; if they show up in two columns, select only one column.
- For columns listing at least two materials (KP, CD, CDQ), only one article of one of the materials may be chosen.
- [KP] means only arm and leg articles are allowed.
- Articles selected in the last, pink-shaded OVER column are limited to *Cloak*, *Mantle*, *Vest*, *Surcoat*, *Coat*, *Robe*, or *Cuisse*—and if the article is D or Q material, add 5 ENC.

BULK PENALTY

One article per Body Zone of Cloth (C) or Padded (D) may be worn that violates at least one of the above restrictions, but it induces a –5 Bulk penalty to tests requiring the Body Zone covered, cumulative with each applicable Zone. Thus, a C or D article covering locations in both the *arms* and *torso* that violates at least one layer restriction induces a –10 penalty to Impaired tests (–5 for the arms and –5 for the torso). See Impaired Tests in the sidebar of page 170 for an explanation of which Body Zones affect which actions. No additional articles of *any other* material may be donned, even in violation—they simply cannot be worn.

Special: *Bulk penalty applies independently of Encumbrance and is* unaffected *by the ENC modifier from Strength (page 112).*

ARMOUR LAYERS

UNDER		BASE	OVER	
·	C	C	CD	Q
C	CD	L	·	C
·	C	D	KP	C
·	C	Q	[KP]	C
·	C	G	·	C
C	CD	K	·	CDQ
·	CD	S	[KP]	CDQ
C	CD	M	KP	CDQ
C	CD	P	·	CDQ

🟥 LIMITED ARTICLES

ARMOUR VALUE

MATERIAL	B	E	P	F
C Cloth	0	1	0	1
L Leather	1	2	1	3
D Padded	2	2	1	2
Q Quilted	4	3	2	3
G Gambeson	6	5	4	5
K Kûrbúl	4	6	5	4
S Scale	4	8	5	5
M Mail	2	8	7	3
P Plate	6	11	9	5

☐ ▨ ■ RIGID ARMOUR

Layer Restrictions Example: *Obris wears the Mail Habergeon suit (page 115). Having Strength 12, Obris suffers 5 ENC (the suit's 10 ENC offset by his –5 STR modifier). The player wishes to include additional articles for Obris' upcoming trek through cold alpine mountains. The player checks the current layer restrictions of the four Body Zones:*

HEAD: *the suit has a Plate helm with a Padded cap underneath. This is allowed with Plate as the base (P) because of the CD column to its left—the D is chosen here, for the Padded cap. He can wear a Cloth (C) head piece underneath this, as indicated in the first column, and so adds a Cloth Cowl.*

TORSO: *the suit includes a Mail habergeon with a Padded coat underneath. Cloth breeches reach up to the Pelvis location but the shading of the* Armour & Clothing Articles *table indicates they are considered part of the Legs Body Zone. With Mail (M) as the base material, the Padded coat (D) can be worn under it, as indicated by the column to the left of the base (second column).*

ARMS: *this zone consists of only the Mail habergeon (M) and Padded (D) coat underneath—allowed as for the Torso.*

LEGS: *the suit includes four articles here—Cloth breeches, Padded leggings, Kurbul kneecops, and Leather boots. These articles require two independent restriction checks: 1) the Cloth (C) breeches may be worn under base Padded (D) leggings in all their shared locations, and the Kurbul (K) kneecops can go over the base Padded (D) in the* KNEES *location; and 2) the Padded (D) leggings can be worn under the base Leather (L) boots.*

Obris adds a Padded coat for the cold trek. While it reaches over the thighs, the shading of the Armour & Clothing Articles *table indicates that a coat belongs to only the Arms and Torso zones. A Padded (D) coat is allowed over Mail (M) by the second* OVER *column, but it adds 5 ENC, raising ENC penalty to 10. As the second Padded (D) material in both Arms and Torso, the coat also violates a restriction, in two zones, for a –10 Bulk penalty.*

Layer Combinations

To help players more readily understand the above Armour Layers table, all the possible combinations that do *not* induce a Bulk penalty are listed in the Layer Combinations table on page 119.

ARMOUR & CLOTHING ARTICLES

BODY ZONE:				HEAD			ARMS					TORSO			LEGS			
CLOTH	**PR**	**LB**	**ENC**	**SK**	**FA**	**NK**	**SH**	**UA**	**EL**	**FO**	**HA**	**TX**	**AB**	**PV**	**TH**	**KN**	**CA**	**FT**
Cap	4	0.2	·	●	·	·	·	·	·	·	·	·	·	·	·	·	·	·
Cowl	6	0.3	·	●	·	●	·	·	·	·	·	·	·	·	·	·	·	·
Mantle	21	1.1	·	·	·	·	●	●	·	·	·	●	·	·	·	·	·	·
Gauntlets	5	0.3	·	·	·	·	·	·	·	·	●	·	·	·	·	·	·	·
Vest	24	1.2	·	·	·	·	·	·	·	·	·	●	●	·	·	·	·	·
Shirt	33	1.7	·	·	·	·	●	●	·	·	·	●	●	·	·	·	·	·
Tunic	45	2.3	·	·	·	·	●	●	●	·	·	●	●	●	·	·	·	·
Tunic, sleeved	50	2.5	·	·	·	·	●	●	●	●	·	●	●	●	·	·	·	·
Coat	64	3.2	·	·	·	·	●	●	●	●	·	●	●	●	●	·	·	·
Surcoat	54	2.7	·	·	·	·	●	·	·	·	·	●	●	●	●	●	·	·
Cloak	66	3.3	·	·	·	·	●	·	·	·	·	🔴	🔴	🔴	🔴	🔴	🔴	·
Robe	79	4.0	·	·	·	·	●	●	●	●	·	●	●	●	●	●	●	·
Breeches	17	0.9	·	·	·	·	·	·	·	·	·	·	·	●	●	●	·	·
Trousers	39	2.0	·	·	·	·	·	·	·	·	·	·	·	●	●	●	●	·
Leggings	36	1.8	·	·	·	·	·	·	·	·	·	·	·	·	●	●	●	●
Swaddle	19	1.0	·	·	·	·	·	·	·	·	·	·	·	·	·	·	●	●

LEATHER	**PR**	**LB**	**ENC**	**SK**	**FA**	**NK**	**SH**	**UA**	**EL**	**FO**	**HA**	**TX**	**AB**	**PV**	**TH**	**KN**	**CA**	**FT**
Cap	16	0.6	·	●	·	·	·	·	·	·	·	·	·	·	·	·	·	·
Bracers	20	0.8	·	·	·	·	·	·	·	●	·	·	·	·	·	·	·	·
Gauntlets	20	0.8	·	·	·	·	·	·	·	·	●	·	·	·	·	·	·	·
Vest	96	3.6	·	·	·	·	·	·	·	·	·	●	●	·	·	·	·	·
Long Vest	148	6.8	5	·	·	·	●	·	·	·	·	●	●	●	·	·	·	·
Boots	76	2.9	·	·	·	·	·	·	·	·	·	·	·	·	·	·	●	●
Shoes	28	1.1	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	●

PADDED	**PR**	**LB**	**ENC**	**SK**	**FA**	**NK**	**SH**	**UA**	**EL**	**FO**	**HA**	**TX**	**AB**	**PV**	**TH**	**KN**	**CA**	**FT**
Cap	8	0.3	·	●	·	·	·	·	·	·	·	·	·	·	·	·	·	·
Cowl	12	0.5	🅟	●	·	●	·	·	·	·	·	·	·	·	·	·	·	·
Mantle	42	1.7	·	·	·	·	●	●	·	·	·	●	·	·	·	·	·	·
Mittens	10	0.4	·	·	·	·	·	·	·	·	●	·	·	·	·	·	·	·
Vest	48	1.9	·	·	·	·	·	·	·	·	·	●	●	·	·	·	·	·
Shirt	66	2.6	·	·	·	·	●	●	·	·	·	●	●	·	·	·	·	·
Tunic	90	3.6	·	·	·	·	●	●	●	·	·	●	●	●	·	·	·	·
Tunic, sleeved	100	4.0	·	·	·	·	●	●	●	●	·	●	●	●	·	·	·	·
Coat	128	5.1	·	·	·	·	●	●	●	●	·	●	●	●	●	·	·	·
Surcoat	108	4.3	·	·	·	·	●	·	·	·	·	●	●	●	●	●	·	·
Cloak	132	5.3	·	·	·	·	●	·	·	·	·	🔴	🔴	🔴	🔴	🔴	🔴	·
Cuisses	34	1.4	·	·	·	·	·	·	·	·	·	·	·	·	●	●	·	·
Trousers	78	3.1	·	·	·	·	·	·	·	·	·	·	·	●	●	●	●	·
Leggings	72	2.9	·	·	·	·	·	·	·	·	·	·	·	·	●	●	●	●

QUILTED	**PR**	**LB**	**ENC**	**SK**	**FA**	**NK**	**SH**	**UA**	**EL**	**FO**	**HA**	**TX**	**AB**	**PV**	**TH**	**KN**	**CA**	**FT**
Cap	16	0.7	·	●	·	·	·	·	·	·	·	·	·	·	·	·	·	·
Cowl	24	1.1	🅟	●	·	●	·	·	·	·	·	·	·	·	·	·	·	·
Mantle	84	3.8	·	·	·	·	●	●	·	·	·	●	·	·	·	·	·	·
Vest	96	4.3	·	·	·	·	·	·	·	·	·	●	●	·	·	·	·	·
Shirt	132	5.9	·	·	·	·	●	●	·	·	·	●	●	·	·	·	·	·
Tunic	180	8.1	·	·	·	·	●	●	●	·	·	●	●	●	·	·	·	·
Tunic, sleeved	200	9.0	5	·	·	·	●	●	●	●	·	●	●	●	·	·	·	·
Coat	256	11.5	5	·	·	·	●	●	●	●	·	●	●	●	●	·	·	·
Surcoat	216	9.7	·	·	·	·	●	·	·	·	·	●	●	●	●	●	·	·
Cuisses	68	3.1	·	·	·	·	·	·	·	·	·	·	·	·	●	●	·	·

BODY ZONE: HEAD ARMS TORSO LEGS

BODY ZONE:				HEAD			ARMS					TORSO			LEGS			
GAMBESON	**PR**	**LB**	**ENC**	**SK**	**FA**	**NK**	**SH**	**UA**	**EL**	**FO**	**HA**	**TX**	**AB**	**PV**	**TH**	**KN**	**CA**	**FT**
Vest	208	7.3	·	·	·	●	·	·	·	·	·	▣	▣	·	·	·	·	·
Shirt	280	9.8	5	·	·	●	●	●	·	·	·	▣	▣	·	·	·	·	·
Long Vest	312	10.9	5	·	·	●	●	·	·	·	·	▣	▣	▣	·	·	·	·
Tunic	376	13.2	5	·	·	●	●	●	●	·	·	▣	▣	▣	·	·	·	·
Tunic, sleeved	416	14.6	10	·	·	●	●	●	●	●	·	▣	▣	▣	·	·	·	·
Coat	528	18.5	10	·	·	●	●	●	●	●	·	▣	▣	▣	▣	·	·	·

KÛRBÚL	**PR**	**LB**	**ENC**	**SK**	**FA**	**NK**	**SH**	**UA**	**EL**	**FO**	**HA**	**TX**	**AB**	**PV**	**TH**	**KN**	**CA**	**FT**
Helm	20	3.0	·	▣	·	·	·	·	·	·	·	·	·	·	·	·	·	·
¾-Helm	35	5.3	🅟	▣	▣	·	·	·	·	·	·	·	·	·	·	·	·	·
Spaulders	15	1.1	🅐	·	·	·	▣	·	·	·	·	·	·	·	·	·	·	·
Rerebraces	40	3.0	🅐	·	·	·	·	▣	·	·	·	·	·	·	·	·	·	·
Coudes	10	0.8	🅐	·	·	·	·	·	▣	·	·	·	·	·	·	·	·	·
Vambraces	25	1.9	🅐	·	·	·	·	·	·	▣	·	·	·	·	·	·	·	·
Cuirass	120	9.1	5	·	·	·	·	·	·	·	·	▣	▣	·	·	·	·	·
Breastplate	60	4.5	5	·	·	·	·	·	·	·	·	⦿	⦿	·	·	·	·	·
Kneecops	15	1.1	·	·	·	·	·	·	·	·	·	·	·	·	·	▣	·	·
Greaves	60	4.6	5	·	·	·	·	·	·	·	·	·	·	·	·	·	▣	·

SCALE	**PR**	**LB**	**ENC**	**SK**	**FA**	**NK**	**SH**	**UA**	**EL**	**FO**	**HA**	**TX**	**AB**	**PV**	**TH**	**KN**	**CA**	**FT**
Cowl	60	3.3	🅟	▣	·	▣	·	·	·	·	·	·	·	·	·	·	·	·
Gauntlets	50	2.8	🅐	·	·	·	·	·	·	·	▣	·	·	·	·	·	·	·
Vest	240	13.2	5	·	·	·	·	·	·	·	·	▣	▣	·	·	·	·	·
Byrnie	330	18.2	10	·	·	·	▣	▣	·	·	·	▣	▣	·	·	·	·	·
Byrnie, sleeved	400	22.0	15	·	·	·	▣	▣	▣	▣	·	▣	▣	·	·	·	·	·
Habergeon	450	24.8	15	·	·	·	▣	▣	▣	·	·	▣	▣	▣	·	·	·	·
Hauberk	640	35.2	20	·	·	·	▣	▣	▣	▣	·	▣	▣	▣	▣	·	·	·
Cuisses	170	9.4	5	·	·	·	·	·	·	·	·	·	·	·	▣	▣	·	·
Leggings	360	19.8	10	·	·	·	·	·	·	·	·	·	·	·	▣	▣	▣	▣

MAIL	**PR**	**LB**	**ENC**	**SK**	**FA**	**NK**	**SH**	**UA**	**EL**	**FO**	**HA**	**TX**	**AB**	**PV**	**TH**	**KN**	**CA**	**FT**
Cowl	90	2.7	🅟	▣	·	▣	·	·	·	·	·	·	·	·	·	·	·	·
Mittens	75	2.3	🅐	·	·	·	·	·	·	·	▣	·	·	·	·	·	·	·
Vest	360	10.8	·	·	·	·	·	·	·	·	·	▣	▣	·	·	·	·	·
Byrnie	495	14.9	5	·	·	·	▣	▣	·	·	·	▣	▣	·	·	·	·	·
Byrnie, sleeved	600	18.0	10	·	·	·	▣	▣	▣	▣	·	▣	▣	·	·	·	·	·
Habergeon	675	20.3	10	·	·	·	▣	▣	▣	·	·	▣	▣	▣	·	·	·	·
Hauberk	960	28.8	15	·	·	·	▣	▣	▣	▣	·	▣	▣	▣	▣	·	·	·
Cuisses	255	7.7	5	·	·	·	·	·	·	·	·	·	·	·	▣	▣	·	·
Leggings	540	16.2	10	·	·	·	·	·	·	·	·	·	·	·	▣	▣	▣	▣

PLATE	**PR**	**LB**	**ENC**	**SK**	**FA**	**NK**	**SH**	**UA**	**EL**	**FO**	**HA**	**TX**	**AB**	**PV**	**TH**	**KN**	**CA**	**FT**
Helm	80	3.0	·	▣	·	·	·	·	·	·	·	·	·	·	·	·	·	·
¾-Helm	140	5.3	🅟	▣	▣	·	·	·	·	·	·	·	·	·	·	·	·	·
Great helm	180	6.8	Ⓟ	▣	▣	▣	·	·	·	·	·	·	·	·	·	·	·	·
Spaulders	60	1.1	🅐	·	·	·	▣	·	·	·	·	·	·	·	·	·	·	·
Rerebraces	160	3.0	🅐	·	·	·	·	▣	·	·	·	·	·	·	·	·	·	·
Coudes	40	0.8	🅐	·	·	·	·	·	▣	·	·	·	·	·	·	·	·	·
Vambraces	100	1.9	🅐	·	·	·	·	·	·	▣	·	·	·	·	·	·	·	·
Cuirass	480	9.1	5	·	·	·	·	·	·	·	·	▣	▣	·	·	·	·	·
Breastplate	240	4.5	5	·	·	·	·	·	·	·	·	⦿	⦿	·	·	·	·	·
Kneecops	60	1.1	·	·	·	·	·	·	·	·	·	·	·	·	·	▣	·	·
Greaves	240	4.6	5	·	·	·	·	·	·	·	·	·	·	·	·	·	▣	·

BODY ZONE: HEAD ARMS TORSO LEGS

PRICE (PR) the article's cost in silver pennies. *Cloth* and *padded* reflect materials worn by those with Wealth 6. Multiply prices by a proportional amount to reflect a different social class (STANDING table, page 52). Thus, gentry *cloth* and *padded* articles (Wealth 18) cost *three* times as much (6 × 3 = 18).

POUNDS (LB) the weight in pounds, shown for using precise amounts rather than the Armour estimate (page 122 sidebar) when articles are stored as gear.

ENCUMBRANCE (ENC) how much ENC penalty the article imparts when *worn* due to materials, weight, construction, and body location.

🅐 wearing three or more arm articles produces ENC5.

🅟 –5 penalty to Perception-based skill tests, the result of sensory restrictions from certain headgear.

Ⓟ –10 penalty to Perception-based skill tests, as above.

● the body locations protected by the article.

☐ the body locations protected by Rigid Armour (page 111). Notice that Gambeson offers such protection in only the Torso, not the Arms or Neck.

🔴 article protects only to the rear; ignore AV when facing one aware foe. Against multiple foes, AV applies 50% of the time (d10 roll versus TN5).

⦿ article protects only to the front; ignore AV when caught unaware from rear. Against multiple foes, AV applies 70% of the time (d10 roll versus TN7).

▢ indicates which of the four Body Zones—Head, Arms, Torso, Legs—a location belongs to for calculating proper Layer Restrictions (page 117). For example, the Thighs are considered part of the Legs zone when wearing Quilted Cuisses, but part of the Torso zone when wearing a Quilted Surcoat, because the lower part of the coat hangs suspended clear of leg articles.

LAYER COMBINATIONS

UNDER		BASE	OVER		B	E	P	F
·	·	C	·	·	0	1	0	1
·	·	C	C	·	0	2	0	2
·	C	C	·	·	0	2	0	2
·	C	C	C	·	0	3	0	3
·	·	C	D	·	2	3	1	3
·	C	C	D	·	2	4	1	4
·	·	C	·	**Q**	4	4	2	4
·	·	C	C	**Q**	4	5	2	5
·	C	C	·	**Q**	4	5	2	5
·	C	C	C	**Q**	4	6	2	6
·	·	L	·	·	1	2	1	3
·	C	L	·	·	1	3	1	4
C	C	L	·	·	1	4	1	5
·	D	L	·	·	3	4	2	5
C	D	L	·	·	3	5	2	6
·	·	L	·	C	1	3	1	4
·	C	L	·	C	1	4	1	5
C	C	L	·	C	1	5	1	6
·	D	L	·	C	3	5	2	6
C	D	L	·	C	3	6	2	7
·	·	D	·	·	2	2	1	2
·	C	D	·	·	2	3	1	3
·	·	D	·	C	2	3	1	3
·	C	D	·	C	2	4	1	4
·	·	D	K	·	6	8	5	6
·	C	D	K	·	6	9	6	7
·	·	D	P	·	8	13	10	7
·	C	D	P	·	8	14	10	8
·	·	D	K	C	6	9	6	7
·	·	D	P	C	8	14	10	8
·	C	D	K	C	6	10	6	8
·	C	D	P	C	8	15	10	9
·	·	Q	·	·	4	3	2	3
·	C	Q	·	·	4	4	2	4
·	·	Q	·	C	4	4	2	4
·	C	Q	·	C	4	5	2	5
·	·	Q	[K]	·	8	9	7	7
·	C	Q	[K]	·	8	10	7	8
·	·	Q	[P]	·	10	14	11	8
·	C	Q	[P]	·	10	15	11	9
·	·	Q	[K]	C	8	10	7	8
·	C	Q	[K]	C	8	11	7	9
·	·	Q	[P]	C	10	15	11	9
·	C	Q	[P]	C	10	16	11	10
·	·	G*	·	·	6	5	4	5
·	C	G*	·	·	6	6	4	6

UNDER		BASE	OVER		B	E	P	F
·	·	G*	·	C	6	6	4	6
·	C	G*	·	C	6	7	4	7
·	C	K	·	·	4	7	5	5
C	C	K	·	·	4	8	5	6
·	D	K	·	·	6	8	6	6
C	D	K	·	·	6	9	6	7
·	C	K	·	C	4	8	5	6
C	C	K	·	C	4	9	5	7
·	D	K	·	C	6	9	6	7
C	D	K	·	C	6	10	6	8
·	C	K	·	**D**	6	9	6	7
C	C	K	·	**D**	6	10	6	8
·	C	K	·	**Q**	8	10	7	8
C	C	K	·	**Q**	8	11	7	9
·	·	S	·	·	4	8	5	5
·	C	S	·	·	4	9	5	6
·	D	S	·	·	6	10	6	7
·	·	S	[K]	·	8	14	10	9
·	C	S	[K]	·	8	15	10	10
·	D	S	[K]	·	10	16	11	11
·	·	S	[P]	·	10	19	14	10
·	C	S	[P]	·	10	20	14	11
·	D	S	[P]	·	12	21	15	12
·	·	S	·	C	4	9	5	6
·	C	S	·	C	4	10	5	7
·	D	S	·	C	6	11	6	8
·	·	S	[K]	C	8	15	10	10
·	C	S	[K]	C	8	16	10	11
·	D	S	[K]	C	10	17	11	12
·	·	S	[P]	C	10	20	14	11
·	C	S	[P]	C	10	21	14	12
·	D	S	[P]	C	12	22	15	13
·	·	S	·	**D**	6	10	6	7
·	C	S	·	**D**	6	11	6	8
·	·	S	·	**Q**	8	11	7	8
·	C	S	·	**Q**	8	12	7	9
·	·	S	[K]	**D**	10	16	11	11
·	C	S	[K]	**D**	10	17	11	12
·	·	S	[K]	**Q**	12	17	12	12
·	C	S	[K]	**Q**	12	18	12	13
·	·	S	[P]	**D**	12	21	15	12
·	C	S	[P]	**D**	12	22	15	13
·	·	S	[P]	**Q**	14	22	16	13
·	C	S	[P]	**Q**	14	23	16	14
·	C	M	·	·	2	9	7	4
C	C	M	·	·	2	10	7	5

UNDER		BASE	OVER		B	E	P	F
·	D	M	·	·	4	10	8	5
C	D	M	·	·	4	11	8	6
·	C	M	K	·	6	15	12	8
C	C	M	K	·	6	16	12	9
·	D	M	K	·	8	16	13	9
C	D	M	K	·	8	17	13	10
·	C	M	P	·	8	20	16	9
C	C	M	P	·	8	21	16	10
·	D	M	P	·	10	21	17	10
C	D	M	P	·	10	22	17	11
·	C	M	·	C	2	10	7	5
C	C	M	·	C	2	11	7	6
·	D	M	·	C	4	11	8	6
C	D	M	·	C	4	12	8	7
·	C	M	K	C	6	16	12	9
C	C	M	K	C	6	17	12	10
·	D	M	K	C	8	17	13	10
C	D	M	K	C	8	18	13	11
·	C	M	P	C	8	21	16	10
C	C	M	P	C	8	22	16	11
·	D	M	P	C	10	22	17	11
C	D	M	P	C	10	23	17	12
·	C	M	·	**D**	4	11	8	6
C	C	M	·	**D**	4	12	8	7
·	C	M	·	**Q**	6	12	9	7
C	C	M	·	**Q**	6	13	9	8
·	C	M	K	**D**	8	17	13	10
C	C	M	K	**D**	8	18	13	11
·	C	M	K	**Q**	10	18	14	11
C	C	M	K	**Q**	10	19	14	12
·	C	M	P	**D**	10	22	17	11
C	C	M	P	**D**	10	23	17	12
·	C	M	P	**Q**	12	23	18	12
C	C	M	P	**Q**	12	24	18	13
·	C	P	·	·	6	12	9	6
C	C	P	·	·	6	13	9	7
·	D	P	·	·	8	13	10	7
C	D	P	·	·	8	14	10	8
·	C	P	·	C	6	13	9	7
C	C	P	·	C	6	14	9	8
·	D	P	·	C	8	14	10	8
C	D	P	·	C	8	15	10	9
·	C	P	·	**D**	8	14	10	8
C	C	P	·	**D**	8	15	10	9
·	C	P	·	**Q**	10	15	11	9
C	C	P	·	**Q**	10	16	11	10

MATERIAL C (Cloth), L (Leather), D (Padded), Q (Quilt), G (Gambeson), K (Kûrbúl), S (Scale), M (Mail), P (Plate).

G* Gambeson articles are Rigid in only the Torso Body Zone.

[K] [P] only Arm and Leg articles are allowed in the given material.

BASE the material of the most prominent article referenced for the given Layer Restriction check; displayed in middle brown column.

UNDER the material of the two possible articles that are allowed under the base; if none are allowed, the column does not list a material (·).

OVER the material of the two possible articles that are allowed over the base; if none are allowed, the column does not list a material (·).

BEPF abbreviations of the four Strike Aspects: B (BLUNT), E (EDGE), P (POINT), F (FIRE/FROST). The total Armour Value derived of the materials in each Layer Combination is given in the respective column of each Strike Aspect (0–24).

☐ a box of any colour means the Rigid Armour rule applies (page 111).

▨ ■ grey and black fills refer to the Metal Armour option (page 133).

C articles are limited to Cloak, Mantle, Vest, Surcoat, Robe, or Cuisse.

DQ articles are limited to Cloak, Mantle, Vest, Surcoat, Robe, or Cuisse and add 5 ENC.

MISCELLANY

In addition to arms and armour, characters can acquire other types of possessions. To make items, see Success Value Tests (page 61) and the skill entries (pages 64–91).

Gear

Characters use a wide range of gear during the campaign, from expedition equipment to craft items and tools. When armour is not worn, it is treated as 'gear', and its weight in pounds adds to other equipment when calculating Encumbrance (page 122 sidebar).

Expedition Equipment

The following table collects the gear characters most frequently need for journeys and exploration.

ITEM	S	LB	PRICE
Arrow bag, holds 24	T	4	48d
Backpack, 30 lb	H	4	30d
Bag, leather, 15 lb	H	2	12d
Bandages, 32	T	3	24d
Bedroll	T	4	96d
Bedroll, heavy	T	10	144d
Belt pouch, 5 lb	H	0.5	4d
Bow case	H	3	18d
Blanket	T	3	72d
Cloak (Cloth)	T	3.3	66d
Cloak (Padded)	T	5.3	132d
Flask, 1 pint	G	0.5	6d
Grappling hook	M	4	18d
Herbs, retail	Hb	1	(¼)
Lantern, 1/8 pint	M	1	12d
Lockpicks	L	1	15d
Oil, 1 pint (32 hr)	Ch	6	48d
Pitons, iron, 6	M	2	6d
Potion, Great	Hb	1	480d
Potion, Mild	Hb	1	16d
Potion, Strong	Hb	1	48d
Pouch, buckram	T	0.25	7d
Purse, silk	T	0.1	60d
Quiver, holds 12	H	2	8d
Quiver, holds 24	H	3	12d
Rations, iron	Ck	3	3d
Rations, standard	Ck	3	2d
Rope, hemp, 1", 50'	T	12	96d
Rope, hemp, ½", 50'	T	4	48d
Rope, silk, ½", 50'	T	4	1440d
Sack, canvas, 50 lb	T	1	24d
Sack, canvas, 20 lb	T	0.5	12d
Surgery tools	M	6	96d
Tarpaulin, 4'×6'	T	10	108d
Tent, 1-man	T	25	360d
Tent, 2-man	T	35	504d
Tent, conical 3-man	T	50	648d
Tinderbox	Ch	2	6d
Torch	Ch	1	1d
Waterskin, 2 quart	H	2	24d

SKILL (S) the source or skill used to make the item—Cookery (Ck), Chandler (Ch), Glassworking (G), Herblore (Hb), Hideworking (H), Lockcraft (L), Perfumery (P), Metalcraft (M), Textilecraft (T).

Arrow bag: a linen or buckram bag, waterproofed with wax, and sealable with laces. A light wood-framed grid keeps arrows separated so their feathers are not crushed. Removing and stringing an arrow is a 1-round action.

Backpack: holds up to 30 lb of equipment; if properly packed, halve effective weight for Encumbrance.

Bandages: the CLEAN & DRESS treatment requires one bandage per Injury Level; the STAUNCH treatment uses d6 bandages per Bloodloss Point (page 178).

Bedroll: *without* a bedroll, character must make an END SR to recover weariness fatigue after sleeping (Success recovers 10 fatigue; Failure recovers 5 fatigue).

Bedroll, heavy: same END SR as for having no bedroll (above); with heavy bedroll, avoid the END SR and increase AV by 1 in a Cold Hazard Roll (page 149 sidebar).

Blanket: increase AV by 1 in a Cold Hazard Roll (page 149 sidebar); no affect on weariness recovery after sleeping.

Cloak (Cloth): increase AV by 1 in a Cold Hazard Roll (page 149 sidebar); this is in addition to its contribution as part of the suit's F-aspect calculation (page 133).

Cloak (Padded): increase AV by 2 in a Cold Hazard Roll (page 149 sidebar); this is in addition to its contribution as part of the suit's F-aspect calculation (page 133).

Grappling hook: when throwing for distance, the hook and rope are treated as a non-aerodynamic object with a Base Range 15 feet (page 110). The hook catches on a CS or a Success (S) with an even-numbered ones die (2, 4, 6, 8).

Herbs, retail: for use in mundane concoctions; or for potions made with a Herblore SV test (page 74). Herb cost is one quarter of a potion's cost: M 4d, S 12d, G 120d.

Lantern: sheds light in a 30-foot radius; one-eighth pint of oil burns for four hours.

Potion (Mild, Strong, Great): mundane concoctions that come in vials and are ingested or applied as a poultice. See the POTIONS table (page 75) for a dozen sample kinds.

Quiver: open at one end and not waterproofed; removing and stringing an arrow is a 1-round action.

Rations: hard biscuits and jerky; remain edible for 10 days (standard) or 30 days (iron).

Rope: the 1" hemp and ½" silk ropes hold 1000 pounds; the ½" hemp holds 400 pounds; lengths other than 50 feet change weight and cost proportionally.

Surgery tools: required for the EXTRACTION and SURGERY treatments; includes needles and thread, knives and saw, cautery, and two arrow spoons (metal tools for extracting arrows), but not bandages (see above).

Tarpaulin: gives shelter from Heavy Precipitation.

Tents: give shelter from Heavy Precipitation and offer +2 AV bonus in a Cold Hazard (page 149).

Tinderbox: includes flint, firesteel, and tinder; an SV3 **Survival Success Value** test result is needed to light in 6d6 rounds (reduce by one die per star result); a knife used in place of the firesteel brings a –20 penalty to the test.

Torch: sheds light in a 20-foot radius; burns for one hour. Treat as a stick (page 100) when used to strike a target; for resulting flame impact, see page 121 sidebar.

Craft Items & Tools

Here are items found around the home, or used in trade or as tools.

ITEM	S	LB	PRICE
Amphora, 15 gallon	C	28	28d
Axle, wagon	M	12	12d
Barrel, 10 gallon	W	8	12d
Barrel, 50 gallon	W	40	36d
Beads (ceramic), 12	C	2	6d
Beads (glass), 12	G	1	12d
Bed, single	W	85	48d
Bench	W	22	18d
Book binding (leather)	H	1	10d
Bottle (ceramic) 2 pints	C	1	2d
Bottle (glass) 2 pints	G	2	6d
Bowl, 8"×4	C	3	6d
Box, 12"×8"×6" [D]	W	1	2d
Box, 12"×8"×6", lid	C	2	3d
Branding Iron	M	3	9d
Brick, 8"×3¾"×2¼"	C	3	6d
Bucket, 3 gallon	W	2	8d
Cage, 1 ft^3	W	4	7d
Cabinet [D]	W	60	144d
Cage, 27 ft^3	W	10	15d
Candle, tallow, 8 hr	Ck	1	3d
Carpet, wool, 3'×3'	T	3	60d
Cauldron, 10 gallon	M	10	30d
Censer, chain	M	2	24d
Chain/3 ft. (500 lb)	M	1	5d
Chair	W	7	12d
Charcoal tender	Ti	4	2f
Chest, 1'×2'×2' [D]	W	11	18d
Crowbar	M	4	9d
Cup, 1 pint	W	1	3d
Fetters	M	2	8d
Goblet, pewter	M	0.4	3d
Grainflail	M	4	12d
Hammer	M	2	5d
Hatchet	M	3	10d
Hourglass	G	0.3	150d
Icon, religious, 4"	C	1	2d
Incense	P	1	8d
Ink (1 oz per 8 pages)	Mn	0. 05	4d
Inkwell, 2 oz	G	1	30d

ITEM	S	LB	PRICE
Jar, 1 pint	G	0.75	6d
Jar, lidded, 1 quart	C	2	5d
Jug, 1 gallon	C	5	9d
Knife	M	1	6d
Ladder, 8'	W	19	6d
Lenses	G	0.1	120d
Maul	W	5	12d
Oil, cinnamon	P	1⁄16	60d
Oil, myrtle	P	1⁄16	25d
Oil, rose	P	1⁄16	20d
Padlock, Complexity 1	L (M)	2	12d
Pan, copper	M	2	18d
Parchment, 10"×14"	H	0.02	2d
Pen, quill	S	0.05	2d
Perfume, cheap	P	1⁄16	12d
Perfume, nice	P	1⁄16	120d
Perfume, typical	P	1⁄16	48d
Pickaxe	M	5	12d
Pitchfork	M	4	9d
Plate, ceramic, 8"	C	2	3d
Plate, pewter	M	0.5	5d
Plate, tin	M	0.5	6d
Ploughshare	M	12	36d
Pot, 2 quart	C	4	4d
Scythe	M	6	16d
Sickle	M	2	10d
Soap	P	1⁄16	2d
Spade/Shovel	M	7	8d
Spikes/Nails, 24	M	1	3d
Table, 4'×2'×6'	W	47	36d
Tile, 4"×4"×1'	C	2	1d
Trunk, 1½'×2'×3½'	W	20	12d
Urn, 5 gallon	C	9	12d
Vase	C	2	4d
Vial, 4 oz; 2"×5"	G	0.25	4d
Whip	H	0.6	12d
Window, ft^2	G	3	2d
Window, stained, ft^2	G	4	12d
Wheelbarrow (50 lb)	W	24	10d
Wood axe	M	5	12d

SKILL (S) or source: Ceramics (C), Chandler (Ch), Cookery (Ck), Glassworking (G), Hideworking (H), Lockcraft (L), Perfumery (P), Metalcraft (M), Mineralogy (Mn), Script (S), Textilecraft (T), Timbercraft (Ti), Woodworking (W); [D] decorative carving.

Water weight by volume:

VOLUME	LB
4 ounces	0.25
Pint (20 ounces)	1.25
Quart (2 pints)	2.5
Gallon (4 quarts)	10
5 Gallons	50
10 Gallons	100
50 Gallons	500

WORKSHOPS

Crafters using the following skills usually must have access to a workshop to make their associated items:

Alchemy
Brewing
Ceramics
Fletching
Glassworking
Hideworking
Jewelcraft
Masonry
Metalcraft
Milling
Weaponcraft
Woodworking

Player characters do not have to 'purchase' a workshop related to their occupational skill. Simply measure its Quality rating according to the crafter's Wealth rating:

QUALITY	STATE	WEALTH	ALCHEMY
★	MAKESHIFT	≤ 4	10–12
★★	SPARSE	5–6	13–16
★★★	STANDARD	7–12	17–19
★★★★	PLENTIFUL	13–16	20–29
★★★★★	IDEAL	17+	30+

Alchemy: the esoteric nature of alchemical workshops demands more expensive equipment; use the Wealth shown in the ALCHEMY column to determine Quality.

MUNDANE FIRE DAMAGE

Mundane fires are rated according to Fire size (FS), the same scale used to describe Peleahn seed fires and Fire Elementals. While they all roughly have the same temperature, larger fires generate more heat and so inflict greater burn impact.

FS	AMOUNT	DIA	EXAMPLE	TARGET	IMPACT
0	Scant	1"	match	Location	d4+2F
1	Trace	1'	torch	Location	d4+3F
2	Minor	3'	campfire	Location	d4+4F
3	Substantial	10'	large fire	Area	d4+5F
4	Great	20'	bonfire	Area	d4+6F

Size: with sufficient dry fuel, fires increase by one FS every 30 seconds (6 rounds).

Target: fires strike at either an individual Location or as an Area Attack (Injury Sequence, page 167). If a Location, the Zone Die varies according to the source; ZD and LD might not be rolled at all (for instance, touching a flame automatically targets the Hand).

Impact: assumes a *1-round* exposure; reduce Impact by 3 if shorter. For example, striking with a torch as a *1-turn* action inflicts only d4+0F impact. A Grab and hold (page 106) is required to do the full impact.

Smoke Inhalation: treat as Asphyxia (page 183) if the fire and smoke are in an enclosed area.

GEAR ENCUMBRANCE

For every 20 *full pounds* of properly stowed gear, a character accrues **5 Encumbrance**: ENC0 up to 19 lb; ENC5 for 20 to 39 lb, and so on. This gear ENC is then added to armour ENC before applying the adjustment for Strength (page 112). For items that are poorly stowed, or awkward to carry, double their weight for making this determination.

Armour estimate: a suit of armour *packed away* weighs ten plus double its unadjusted ENC, in pounds. Thus, a mail habergeon suit weighs 30 lb as stowed gear (ENC10 × 2 + 10). A suit of clothing weighs 5 lb; heavy clothing, 10 lb. Weights of individual articles are also listed in the table on page 118 for players who wish to tally precisely the carried weight (the ENC result is very close to the estimated approach).

MOUNT ENCUMBRANCE

For every 20 *full pounds* of weight carried, horses and bovines accrue *5 Encumbrance*. This weight consists of rider(s), tack, and gear stowed in pack frames and saddlebags.

Mounts typically bear about 20 lb of tack, 30 lb if fitted with a war saddle. Saddle bags weigh 3 lb. Barding (horse armour) is thought not to be used anywhere on Lythia, and so no examples are given.

Bovines, horses, and camels have *Personal Fatigue of 5 plus one-quarter their adjusted ENC* (round fractions down to nearest 0 or 5). This differs from the PF formula for bipedal folk.

Example: *a mounted character weighing 150 lb wears a 30-lb mail habergeon suit and carries 20 lb of weapons and gear (200 lb). She rides a courser warhorse bearing normal tack and saddle bags with 20 extra pounds of equipment (43 lb). The total weight borne by the horse is 243 lb, which imparts 60 ENC (20 full pounds twelve times; 12 × 5 = 60). The courser's STR27 has a –40 ENC modifier, bringing the modified ENC down to 20. This lowers the horse's Move to 130 and gives it PF10 (5 + [¼ × 20]).*

CAMELS

Often found in markets of Hepekeria or among the Besha nomads, camels are used as both pack and riding animals. They can bear much more weight than horses, accruing 5 ENC for every 40 *full pounds* carried.

ELEPHANTS

Rarely seen in Venarive beyond Anzeloria, elephants can be trained but are always considered wild, not domesticated (see Animal Control, page 65). A harness and wooden platform, together costing 480d and weighing 200 pounds, can hold a drover and three archers (page 356). Elephants accrue 5 ENC per 80 *full pounds* carried.

Conveyance

Most people travel by foot; wealthier folk, traders, and soldiers often ride or drive beasts. Many cultures also employ sailing and rowed vessels for coastal and river journeys and for the rare sea voyage.

Beasts

Folk use beasts most often for work or travel. Below are several types from the horse family, as well as other animals trained for special tasks, such as dogs and hawks.

BEAST	MB	PRICE
Bovine (Oxen)	1	96d
Camel	3	144d
Dog, guard	4	24d
Dog, hunter	4	18d
Dog, ratter	4	12d
Donkey	3	120d
Elephant	4	1440d
Hawk · Falcon	2	120d

BEAST	MB	PRICE
Mule	3	180d
Palfrey, cart horse	1	180d
Palfrey, plough horse	1	240d
Palfrey, riding horse	2	360d
Warhorse, courser	2	480d
Warhorse, charger	2	540d
Warhorse, destrier	3	960d
Warpony	2	480d

MASTERY BOOSTS (MB): maximum possible Mastery Boosts from training. The various ML in Chapter 7: Bestiary reflect base domestication. To increase with MB, see Animalcraft (page 65). One may pay someone else for the training: dog (12d per MB); hawk (60d per MB); horse, camel (80d per MB); elephant (240d per MB).

VEHICLES & TACK

Equine and camel mounts require bit and bridle, a horse blanket, and a saddle; draft and pack animals use special harnesses. Multiply weight and price by five for elephant tack (see sidebar).

ITEM	S	LB	PRICE
Bit & bridle	M	1	12d
Blanket, horse	T	3	36d
Cart, 2-wheel	W	200	84d
Collar, horse	H	15	20d
Harness, horse	H	8	20d
Harness, ox	H	7	20d
Horseshoes, 4	M	2	6d

ITEM	S	LB	PRICE
Pack harness	H	10	24d
Saddle bags, 15 lb	H	3	36d
Saddle, riding	H	10	80d
Saddle, war	H	20	240d
Sled	W	200	80d
Wagon, 4-wheel	W	800	220d
Wheel	W	20	18d

SKILL (S) the skill used to make the item—Hideworking (H), Metalcraft (M), Textilecraft (T), or Woodworking (W).

Cart: typically used with one ox pulling 2,500 lb, or one cart horse pulling 2,000 lb. Oxen induce one inherent Slow Mode in step 4 of the Trekking Routine (page 145).

Pack harness: allows pack animals to carry up to 20% of their body weight in properly stowed gear.

Saddle, war: custom made for each horse; the high cantle gives riders a +20 bonus on unseating Stumble Rolls (page 161 sidebar); mounting requires a Move action and a successful Control test (page 172).

Sled: typically used with one cart horse pulling 2,000 lb, or two cart horses pulling 3,000 lb, both at the Cart rate over snow (page 146).

Wagon: typically used with two oxen pulling 8,000 lb, or two cart horses pulling 6,400 lb. Oxen induce one inherent Slow Mode in step 4 of the Trekking Routine (page 145).

Vessels

Throughout Venarive there are dozens of vessel designs that come in many different sizes for a variety of uses. See the Shipwright skill entry (page 84) for constructing them and the Seafaring section (page 151) for a simple routine to resolve voyages. Below is a sampling of ships and boats—the *MARITIME RULES* has an expanded offering.

VESSEL	R	S	W	PRICE
Dak 48'	·	14	·	£88
Karúnè 60'	·	22	·	£156
Kárvik 54'	·	16	10	£79
Larú 60'	30	[9]	5	£98
Larúmar 90'	20	24	10	£264

VESSEL	R	S	W	PRICE
Nívik 36'	·	12	·	£36
Pínda 15'	·	[4]	·	£4
Raém 48'	·	22	·	£62
Tálbar 24'	·	[4]	·	£13
Vasérskåb 60'	·	·	36	£117

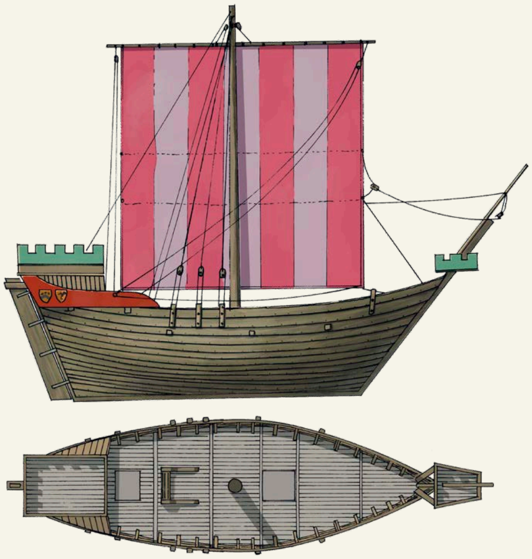
R (ROWERS) the number of rowers powering the vessel's oars.

S (SAILORS) the number of seamen required to crew the vessel with two full 'watches'; half the given number are on duty every other four-hour period throughout a 24-hour day. A number in square brackets means the vessel is usually crewed at this half-level and thus sails for less than a full day. Assume an additional number of officers equal to 20% of the vessel's given number of sailors.

W (WARRIORS) the number of professional soldiers typically aboard (see vessel descriptions below for details).

PRICE the price in pounds for a new vessel.

Dak: a single-masted, square-sailed roundship that is the most popular merchant vessel in northern waters. First emerging in Shorkyne over 70 years ago, it is sometimes called the 'Shorka cog'. Larger versions have two masts.



Karúne: a revolutionary roundship appearing less than 30 years ago in Palithane and Trierzon. The Karune combines elements of the Dak and Raem, having a square-sailed mainmast and a venyn—triangular—mizzenmast (larger ones add a third, square foremast). There are only about sixty Karune in all of Venarive.

Kárvik: a shallow-drafted, single-masted roundship that can be slowly rowed if needed. The Karvik is popular with the Arlantan pirates of the southwestern waters of the Venarian Sea. The warriors aboard are lightly armed and armoured but usually have boarding melee experience.

Larú: a low, sleek galley propelled by a single-masted venyn sail. The Laru is the principal war vessel of the Venarian Sea. In battle, its 30 rowers can make short bursts of over 8 knots, seeking to grapple and board enemy ships. The version depicted here is a small patrol boat that avoids straying more than a day from shore. It rarely seeks direct engagement but has five archers aboard in defence; rowers are expected to fight, too.

Larúmar: the great merchant galley of the Venarian Sea, this medium-sized version has a single-masted venyn sail and a skeleton crew of rowers for manoeuvring in port. It carries ten archers for defence. The largest Laru-mar are triple-masted and protected by twenty warriors.

Nívik: a one-masted, square-rigged Ivinian roundship with no main deck, commonly seen throughout most waters of northwestern Venarive. Tarpaulins and canopies protect the crew and cargo. The version here is a coastal trader and fishing boat, but larger ones reach 60 feet in length and can regularly cross open seas.

Pínda: a small deckless boat common to all regions. The small Pinda here is often carried as a lifeboat aboard larger vessels. Oared or sailed, Pindas are also employed as fishing boats and tenders, but rarely roam even coastal waters for longer than half a day. If pressed into lifeboat duty, it has SIZ1, HUL1, and SKP0 (page 151).

Raém: the most popular roundship merchant vessel of the Venarian sea. The Raem carries two venyn-rigged masts for quite capable windward performance. While this also helps mitigate higher sea state dangers, the Raem must ultimately run before the wind in strong storms like all other vessels described here.

Tálbar: a shallow-drafted, low-freeboard river boat, popular throughout all Venarive. Single-masted but more often slowly rowed, the Talbar has a very unseaworthy SIZ2, HUL1, and SKP0 (page 151).

Vasérskåb: the most common Ivinian warboat. The smallest version given here is crewed by three dozen armed and mail-shirted warriors who also row and sail. Capable of entering shallow waters for raids, the Vaserskab's single-masted square sail can propel it great distances at sea given a following and safe wind.

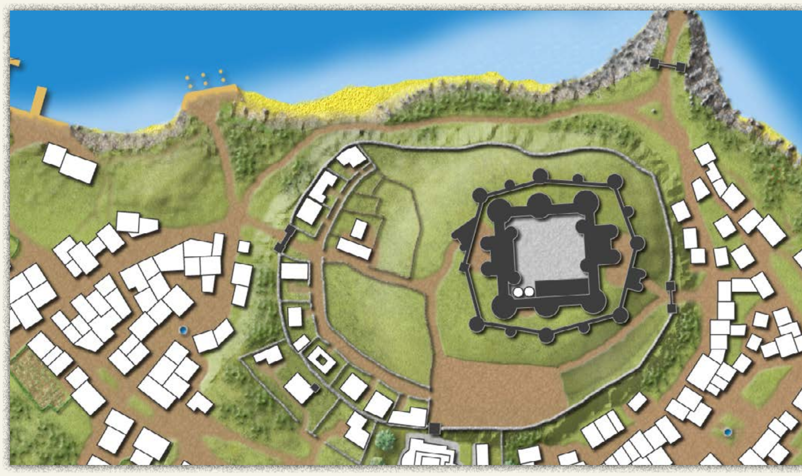
CREW COSTS

Sailor crewmembers (S) cost 2d per day; rowers (R) 1d per day; and warriors (W) either 2d per day if archers or 1d if common soldiers. The pilot takes 10d per day. Provisioning is 1d per crewmember per day.

Structures

Architecture varies according to culture and climate. The following entries describe the various buildings and fortifications listed in the STANDING table (page 52), applying mostly to the styles of northwestern Venarive.

Local Maps produced by Kelestia Productions, such as the portion of Burzyn in the Kingdom of Chybisa shown to the right, use a scale of 1 mm to 10 feet. The white buildings represent all manner of wattle and daub, wooden, and stone structures, with prominent stone edifices such as castles and walls shaded black. The buildings are kept a blank white to ease identification and to enable clear player notation and modification.



Buildings

The cost to construct buildings listed in the Masonry and Woodworking skill entries in Chapter Three accounts for their outer shell, interior furnishings, and, if appropriate, land value. The following structure descriptions include the inhabitant's typical Wealth (WLT) and the building's basic, smaller-end dimension and number of floors. Alternate sizes and costs can be figured proportionally.

Hovel (WLT 2–4; 10' × 20'; 1 floor): the walls are a lattice of wooden strips, called wattle, filled (or 'daubed') with sticky soil, clay, or sand mixture, all usually braced in a wooden frame and covered by a thatched roof. The floor is often packed earth—warmer than stone and cheaper than wood. The process and materials are the same for many cottages, below; a hovel is just smaller, most associated with serfs.

Cottage (WLT 5–9; 20' × 20'; 1 floor): constructed as for a hovel, a cottage commonly includes a three-foot to ten-foot deep earth cellar covered by wooden floors. Cottages are home to freeholding farmers and some urban poor, although town dwellers very often live in single rooms or floors of larger tenement buildings.

Cottage, large (WLT 10–16; 20' × 20'; 2 floors): a two-storey cottage housing wealthy farmers, yeomen, and crafters. In some locales, it could be a single-storey, all-stone construction. High in the Jerinalian Mountains, the tribal Emhle often dwell in stone 'lodges', some quite massive, and home to entire clans.

Townhouse (WLT 15–19; 20' × 20'; 2 floors): usually half-timbered, with occasional one-foot thick stone walls, the typical townhouse eventually sags and leans with age. Only the wealthiest of townsfolk, such as the family of a guild leader ('syndic'), occupy an entire townhouse.

*Tenement***:** most commonly, whole families occupy just one or two *rooms* on a single floor (WLT 5–6) or, if better off, an entire floors consisting of several rooms (WLT 7–9).

Workshop: sometimes the front-facing ground floor room of a townhouse serves as a crafter's workshop, with a section of its wall next to the entry door splitting horizontally up and down to allow for transactions with outside customers. The back room is often a store room, with the crafter and family living in the floor(s) above.

Townhouse, exclusive (WLT 20–49; 20' × 20'; 3 floors): usually only the affluent, such as powerful gentry, live in all-stone townhouses. Having exterior walls one and half-feet thick, these exclusive townhouses often reach three or more storeys and include small attached gardens.

Typical Inn (30' × 60'; 3 floors): reflecting roughly the same cost and construction data as an exclusive townhouse, a common inn is usually much larger since it is rarely made entirely of stone. Rural inns along well-travelled routes can double further the above size (and proportional cost), not counting its several outbuildings and stable. When encircled by even a low wall, such inns nearly rival smaller manor houses as fortifications.

FURNISHINGS

Both rich and poor dwellings made with the same materials look quite similar from the outside. Even interior furnishings remain sparse across most classes. Floors are usually covered in woven mats of rush (sturdy stalks of flowering plants), and the walls are often hung with linen cloth, sometimes dyed or embroidered.

Benches and long trestle tables, dismantled after meals, are common. Chests hold valuables and, in wealthier homes, cupboards display dishes and silver. In small cottages and apartments, the single main room used to cook and live in also serves as the bedroom. Furniture is pushed to the side, and most folk sleep on pallets or straw-filled mattresses, sometimes with partitions for privacy.

Lighting: hearth fires provide a great deal of an interior's illumination. Fitted oiled parchment or wood shutters in windows can block most sunlight (glass is rare even among the rich). Oil lamps are saved until complete darkness, and the candles of the wealthy are smoky and pungent. Rush plants soaked in tallow are the most common light source.

Fortifications

While residential buildings such as large townhouses and inns can offer a measure of security, the defences of truly fortified structures are formidable. The entries below describe the fortifications of a feudal realm and those who dwell in them. The table to the right lists the principal shell's dimensions, the thickness of its stone walls (the third figure, from 2' to 7.5'), and the number of floors.

Manorhouse (WLT 20–74): a manor is also called a 'knight's fee', the basic jurisdiction of the feudal system. A single enfeoffed knight, family members, and retainers live in a manorhouse not much larger than a townhouse, simply with thicker walls and sometimes within a courtyard surrounded by a palisade. A large great hall dominates the structure, with earth, wood, or stone floors and sparse furnishings similar to that of humbler dwellings.

Manorhouse, large: the size of the manorhouse often grows in relation to the manor's acreage (600 to 3,600). Wealthier knights can also afford 'scutage' (when rent replaces their personal military service) or 'substitution' (when yeomen or hired mercenaries serve in their stead).

Keep (WLT 75–99): the domains of tenants-in-chief, such as barons, are comprised of a handful to dozens of smaller manors. Such greater nobles reside in massive keeps of several storeys with walls several feet thick. Typically, a full-time company of twenty men-at-arms guards the edifice. Its associated settlement usually has a population of several hundred people. Some keeps are not enfeoffed, but rather overseen by a sheriff appointed by the king.

Castle (WLT 100+): the greatest feudal domains are held by earls and dukes. They include several vassal barons and up to 200 manors. Their castles have a primary military and political function, and the adjoining settlements can reach over a thousand inhabitants, becoming minor trade centres. The fortifications might be guarded by 40 men-at-arms, plus the earl's personal force of household knights.

TYPICAL FORTIFICATIONS

STRUCTURE	SIZE [FLOORS]	OTHER FEATURES
Manorhouse, small	20'×25'×2' [2]	Optional palisade
Manorhouse, large	20'×30'×3' [2]	Optional palisade
Keep, small	20'×30'×4' [3]	Optional palisade
Keep, medium	30'×40'×5' [4]	Optional palisade
Keep, large	60'×60'×5' [6]	Palisade (300'×22'×1')
Castle, small	50'×50'×5' [4]	Gatetower (20'×20'×3' [4]) Walls, stone (150'×22'×7.5')
Castle, medium	60'×60'×5' [5]	Gatetower (20'×20'×5' [4]) Towers, two (30'×30'×5' [4]) Walls, stone (400'×22'×7.5')
Castle, large	80'×80'×7.5' [7]	Inner Gate (50'×40'×7.5' [5]) Outer Gate (50'×40'×7.5' [4]) Towers, four (50'×40'×7.5' [4]) Walls, stone (600'×33'×7.5')

Other Structures

Mill (10'×15' to 15'×20'; 1 floor): usually half-timbered with one-foot thick stone wall in parts, mills are built and owned by the Guild of Millers and Millwrights.

Palisade: a wall of one-foot thick tree trunks or wooden stakes driven into the ground, often sharpened at the top.

Stockade Tower (20'×20'; 2 floors): a tower with wooden walls two feet thick, its floors connected by ladder.

Siege Weapons: machines small enough to be rolled on wheels hurl 50 lb stones through the release of a bent wooden arm (tension) or tightly wound cords (torsion). Larger engines are immobile once erected, but can throw boulders weighing several hundred pounds up to a thousand feet by way of counterweight and gravity.

Wall, stone: an eleven-foot tall, five-foot thick wall of stone filled with rubble. Adjust proportionally the costs and times on page 78 for different heights and thicknesses.

Artefacts

Artefacts are items that express special, often wondrous effects. There are four types: arcane artefacts, Earthmaster objects, divine relics, and written works. Both alchemical elixirs and shamanic talismans are 'wondrous'; indeed, the former are enchantments that can be dispelled. However, elixirs and talismans have Temporary durations, whereas artefacts are always Indefinite or Permanent.

ARCANE ARTEFACTS

Casting the Vessel spell on an object makes it an arcane artefact. A *minor* artefact contains one enchantment; a *major* artefact has two or more. The Artefact Creation Sequences (pages 256–257) explain how mages craft and enchant arcane artefacts and how others use them.

Minor Artefacts

Sometimes called 'unary' artefacts by the Shek-Pvar, minor artefacts hold one enchantment. Several pieces of information are noted in the examples that follow.

Enchantment: the spell used to enchant the artefact. If only Convocation and Complexity Level are listed, then the spell is not detailed in the rules—its effects could be approximated through new spell research. Incanters often create unique spells for artefact enchantments or even research known spells anew to change them slightly to produce an idiosyncratic artefact effect.

Attunement: some minor artefacts require the user first to establish attunement with them (page 208).

Duration: the artefact can have either an Indefinite or a Permanent duration.

Effect: the enchantment expresses either a continuous or a latent effect. A continuous one might require attunement but never invocation—its effect is always active. A latent effect might need attunement but always requires invocation. This is a 1-turn Incant action that demands no test but expends one charge.

Charges: the maximum number of charges a latent enchantment can carry, followed in parentheses by a dice array for generating randomly the charges remaining. A mage can cast the Charge spell (Neutral II) to replenish Permanent artefacts (but not Indefinite ones).

Invocation: if a minor artefact does not require attunement, then the invoker activates it by saying a *key word* while touching it. This can be nonsensical gibberish or from an actual language, often an ancient one. The key word might be etched into the artefact itself. Mages can also uncover it by casting a CS Reveal spell (Neutral I).

ALVA'S JUG

A glazed ceramic half-gallon jug decorated with embossed horizontal spirals. When invoked with the key word 'Harken', the jug's enchantment records the surrounding noise for the next hour. It hears things as a typical human would—far-off sounds might be faint and indecipherable; nearby speech would be clearer. The jug keeps recording the surrounding environment even while being moved.

A second utterance of the key word while touching the jug stops the recording (if it hasn't already stopped after an hour), and it replays what had been heard. Anyone touching it, even unattuned characters, hear the sounds at the same volume and from the same relative perspective as the jug recorded them (a 360° effect). The replay does not use a charge but does erase the recording as it goes along.

Enchantment: (Lyahvi III)
Attunement: No
Duration: Permanent
Effect: Latent
Charges: 21 (3d6)
Invocation: Key Word *'Harken'*

BOOTS OF TÚRENTAN

Grey leather boots. These 'elven boots' grant an attuned wearer a +20 to ML (and maximum ML) in Climbing, Stealth, and orienteering tests of Survival. During step 3 of the Minor Artefact Creation Sequence, an elven mage using Faeriecraft must succeed on a Spirit SR along with the successful Casting Roll, or the enchantment fails.

Enchantment: (Fyvria IV) with Faeriecraft
Attunement: Yes
Duration: Permanent
Effect: Continuous
Charges: —
Invocation: —

COLLAR OF KARTÁN

A 24-inch long, narrow strip of soft leather with a small silver clasp on one end. When the invoker clasps it around something 7 inches or less in diameter and utters the key word 'Kartan-ah', the collar constricts, expending one charge. After six cumulative constrictions, the collar completely cuts through any substance. Around someone's neck, each constriction imparts a mounting B-aspect Injury Level (M1B after one, S2B after two, and so forth). The victim makes a Shock Roll with each new constriction, perhaps dying before the sixth's decapitation.

Uttering the key word 'Kartan-dor' expends one charge and causes it to expand, loosening one constriction. The collar must be completely loosened in this way in order to unclasp the two ends. For instance, three constrictions require three loosenings to unclasp it (six total charges).

Enchantment: (Neutral V)
Attunement: No
Duration: Indefinite
Effect: Latent
Charges: 24 (3d6)*
Invocation: Key Word *'Kartán-ah; -dor'*

*Round odd-numbered charges up to next even number, unless the collar is found clasped around something.

ENCHANTED ARMOUR

An enchanted article of metal armour, usually a mail byrnie, or plate cuirass or helm. Armour Value in protected locations increases by 3 in all aspects.

Enchantment: Armour (Jmorvi V)
Attunement: No
Duration: Permanent
Effect: Continuous
Charges: —
Invocation: —

ENCHANTED WEAPON

An enchanted melee weapon, usually a sword. Impact in all aspects increases by 3. It may strike creatures not normally affected by mundane weapons, such as Asiri.

Enchantment: Anvil (Jmorvi III)
Attunement: No
Duration: Permanent
Effect: Continuous
Charges: —
Invocation: —

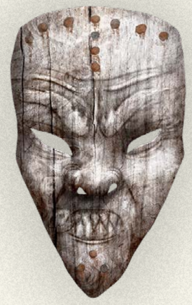
FOUNT OF POWER

A Fount of Power usually takes the guise of an elemental object according to its maker's Convocation. A typical one holds a maximum of 40 points (2d4 × 5 when found). An attuned character can use them instead of accruing windedness or weariness fatigue or to remove fatigue during recovery. Any mage can replenish the points by casting Charge (Neutral II). The rarer Indefinite Founts are called *Periapts of Power* and cannot be replenished.

Enchantment: Fount (Neutral III)
Attunement: Yes
Duration: Permanent
Effect: Continuous
Charges: —
Invocation: —

MASK OF HESITATION

An extremely distorted and angry face carved in wood. An attuned user holding the mask invokes it by suddenly presenting it in the LOS of a target within 10 feet. This expends one charge and forces the target to Ignore its next defence or to Pass on its next turn (whichever comes first). Targets in the process of a multi-round action must cease it, but they may defend normally and take action on their next turn. If presented the Mask a subsequent time, the target resists the effect with a successful Spirit test.



Enchantment: (Savorya II)
Attunement: Yes
Duration: Permanent
Effect: Latent
Charges: 28 (4d6)
Invocation: —

RUNE OBJECTS

Runemasters infuse objects with arcane energy by engraving runes into their surface. They become Indefinite arcane artefacts that enable attuned characters to benefit from their effects. See the Runecraft section (page 281) for descriptions.

PEBBLED SHROUD OF HARÁVANÀL

A stone-coloured cloak covered in dozens of small rocks spaced several inches apart. The Shroud weighs five pounds and when worn has a B1 E2 P1 F2 Armour Value in the back Torso zone. Attuned characters who don and activate it expend a charge and turn to stone for up to ten hours (duration specified at invocation). In stone form, characters weigh five times their normal weight and cannot physically or sensorially interact with the surroundings or speak, but they do retain mental functions. For instance, a character can test Trance to inhabit their soul or invoke Clairvoyance to 'look around'—but can neither see nor cast a spell requiring touch.

Enchantment: modified Petrification (Fyvrian VI)
Attunement: Yes
Duration: Permanent
Effect: Latent
Charges: 30 (5d6)
Invocation: —

STAFF OF GLOOM

A white five-foot long staff of smoothly crafted holly heartwood. An attuned character invokes the Gloomweb spell at the cost of one charge. The effect (page 246) is in a 40-foot radius around the invoker. The area may also be anchored in place to a point the invoker touches, and up to eight creatures the invoker touches may be excluded from its effect. The Gloomweb lasts two minutes (24 rounds).

Enchantment: Gloomweb (Odivshe V)
Attunement: Yes
Duration: Permanent
Effect: Latent
Charges: 28 (4d6)
Invocation: —

VEIL OF NÀTHATÂRA

A finely made linen veil. Attuned wearers lower it over their face to invoke it. At the cost of one charge, their facial features, skin, and hair colour then change to a fictitious, imagined person. Upon lifting the Veil, the invoker makes a Creativity test: any failure means the new, revealed face has a flaw that a viewer might notice with a successful Awareness test. The change lasts eight hours or until the invoker lowers and then raises the Veil over the new face.

Enchantment: lesser variant of Mask (Neutral III)
Attunement: Yes
Duration: Permanent
Effect: Latent
Charges: 24 (3d6)
Invocation: —

Major Artefacts

Major—or 'compound'—artefacts contain two or more enchantments. Arcanists have discovered that multiple enchantments require a focused, driving force for stability, either artificially created (Ego) or imported from a natural source (Will). Major artefacts are described by most of the characteristics used to define minor artefacts (page 126), but there are a few important distinctions.

Volition: the artefact's driving force—called volition—is created with one of three Neutral spells: False Soul (III), Investment (V), or Personality (VI). They all can create Ego; the latter could instead install a being's Will.

Attunement: major artefacts always require attunement to invoke their latent enchantments. High-volition artefacts can even force attunement on someone (page 209).

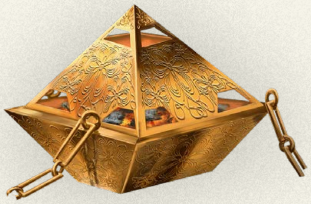
Morality & Purpose: artefacts whose volition is created with the Investment spell can have Morality and Purpose. The artefact can attempt to dominate attuned characters who act in opposition to its outlook (page 209). Natural personality artefacts always have Morality and Purpose, so contrary attuners always risk such domination.

Invocation Roll: major artefacts never use charges to power latent enchantments; instead, an attuned character makes a Major Artefact Invocation Roll by testing Spirit (page 257). This represents the invoker compelling the artefact's Ego or Will to express the enchantment effect.

CENSER OF ZERÛLA

Named after the large port city of Dalkesh, home to the greatest Peleahn Chantry in all of Venarive, this five-hundred-year-old, six-inch tall, gold-plated brass trapezoidal pot dangles from three twelve-inch chains. When a fire is lit within it, an attuned character holding it receives +20 bonus to Casting Rolls with Peleahn spells and a similar +10 bonus with Jmorvi and Lyahvi spells. The Censer also has a 50-point Fount, which the attuned may draw from in place of fatigue, either when it is accrued or during recovery (windedness and weariness only).

The Censer of Zerula has made its way across Venarive as a gift to many successive chantries and courts. Mages from Dalkesh now seek to recover it after discovering a Neramic papyrus from the time of the sorcerer-emperor Kereshna. Its writing contains a cipher expressly keyed to the filigree design around the sides of the pot—the message will remain a mystery without recovering the censer.



Volition: Ego 6 (False Soul)
Duration: Permanent
Continuous Enchantments: Focus (Neutral III) • Fount (Neutral III)

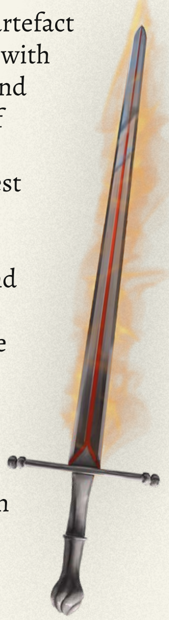
ILPÝLEN REAVER

A finely crafted five-foot sword with crimson-hued fullers, the Ilpylen Reaver was made over two hundred years ago by the eponymous Jmorvi mage-priest as an award for the victorious arena combatant during a Feast of Balefire. The bastard sword has +2 WQ and +1 impact from its crafting, and +2 impact and +15 bonus to Melee tests from enchantments. Reaver's blade also glows fiery orange when Ivashu come within 700 feet, becoming more vibrant the closer and more numerous they are. Strikes against Ivashu have their impact increased by a further 2.

An attuned wielder tests Spirit to invoke the latent *Gauntlet* enchantment (step 5, page 257). If successful, tendrils of ethereal fire swathe Reaver's blade. Each invocation brings a pool of *7 points*. When the blade strikes or even taps someone, the invoker may spend 1 point to inflict an Ethereal Burn that forces the target to make a SHK7 Shock Roll (2 points force a SHK8). An injury resulting from the strike itself is resolved before the shock caused by Gauntlet. The enchantment becomes latent again once all seven points are spent.

Reaver's purpose is to champion the violent designs of Agrik and to slaughter Ivashu, whether in the field or in the arena. With steeled resolve, the artefact can force and maintain this purpose even with resisting wielders, although its guiltless and opportunistic outlook could repel those of purer heart.

Takara al Kesalenes, the cruel high priest of the Agrikan temple in Chelemby city, consecrated and presented Reaver a few years ago to Haken al Bredyn, her lover and sadistic commander of the Order of the Demon Pameshu the Insatiable. While the public arena games are muted to suit the city's 'civilised' sensibility, the private, monthly ceremonies remain bloody and ghastly. The rival Laranians have long known of Reaver and might support a plan to steal it.



Volition: Ego 15 (Investment)
Duration: Permanent
Morality: Unscrupulous 6
Purpose: *to make war with all who oppose Agrik, the Immortal Warlord of Balgashang; to seek arena glory; to destroy Ivashu.*
Continuous Enchantments: Alarm (Neutral II) • Anvil (Jmorvi III) • Bane (Neutral II) • Charm (Jmorvi III)
Latent Enchantments: Gauntlet (Peleahn V)
Consecration: Agrik (four-star sacred object; Indefinite)

Enchanted · Emits a fiery glow when Ivashu *come within 700 feet (intensity varies by distance) · Increase strike impact against* Ivashu *by 2. May be wielded one-handed (LNG 6), or two-handed (LNG 5).*

WQ	HFT	LNG	ZD	IMP	TRAITS	LB	PRICE
14	14	6·5	d6	d10+8E	THRUST D8+5P · MELEE +15	5	n/a

EARTHMASTER OBJECTS

The Earthmasters vacated Kethira about 15,000 years ago. Much of the evidence for their civilisation is found in their strange artefacts left behind. These Earthmaster objects function similarly to arcane items but with a seemingly organic quality. They remain indecipherable beyond the broadest understanding of all except the wisest mage.

Characters may attempt two actions with Earthmaster objects: Concurrence and Use. Called Operation Rolls, both tasks can leave users quite winded:

	OPERATION ROLL	FATIGUE
CF	**OPERATION FAILS**: character suffers d3 Aural Shock; for each AS level suffered there is a 10% chance the object will not function until repaired (see below).	15
F	**OPERATION FAILS**: character may try again.	10
S	**OPERATION SUCCEEDS**.	5
CS	**OPERATION SUCCEEDS**: number of charges revealed.	0

Concurrence: using an Earthmaster object first requires concurrence, achieved by the character touching it for one round in concentration and then making a **Spirit** test as a free action. Succeeding in the test imparts concurrence and an intuitive knowledge of the object's effect and lasts even without touching it. Characters lose concurrence if they suffer Aural Shock, after which they must repeat the action to reestablish it.

Use: concurred characters may then attempt to use an Earthmaster object by making a 1-turn **Spirit (Creativity)** test (touch is usually required). Only one person may actively use the object, though several might be concurred.

Charges: most Earthmaster objects carry a number of charges which are expended when successfully used. Failed tests to use them do not expend charges. The number of charges found in one can be determined by rolling the dice indicated in *square brackets* after its name. A few objects do not function on charges at all—they can be used simply with an Operation Roll.

Recharging: aside from Earthmaster objects that recharge other Earthmaster objects, only a Grey Mage casting the Charge spell (Neutral II) can replenish them.

Repairing: the only known way to repair an Earthmaster object that is not functioning is by using an Andarin-Wysan (below).

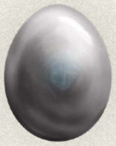
What follows are the descriptions of several Earthmaster objects. The *Godstones* (page 154) are also powerful examples. When designing others, GMs should have them impart an alien, perhaps bizarre quality. Each one should be singularly unique, and, while such 'new' Earthmaster objects can be found throughout Kethira, no esotericist has yet been able to create or replicate one.

AFFECTING EARTHMASTER OBJECTS

Dispel (Neutral II) and the Negation arcane talent have no effect on Earthmaster objects. Except for a grey mage's Charge spell, their enigma places them in most ways beyond the tripartite Mysteries. Their material is often made of the grey substance dubbed *pseudostone*, utterly resistant to physical harm.

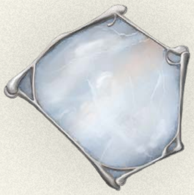
ANDÂRIN-WÝSAN [5D20]

A small, grey, semi-transparent egg. When used, one charge is expended and the Andarin-Wysan completely recharges one other designated Earthmaster object in contact with it. If the object is not functioning, the Andarin-Wysan also repairs it with a successful d10 roll versus TN5 at the cost of 3 extra charges (failed repairs do not expend charges). An Andarin-Wysan cannot itself be recharged.



EYE OF ÍGJAR

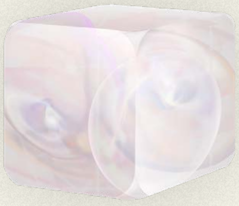
A large moonstone in a silver setting. With successful operation, the user holding it can look through the pendant at a Godstone or the portal of a Gate spell and view the gateway's destination for one round. The viewer's perspective is the same as if standing at the destination looking straight ahead (to see accurately at the user's natural periphery might require a successful Perception test). Using an Eye of Igjar does not expend charges.



FORTRESS-BOX OF ALAKÁTH [2D6]

A 15-inch white cube that weighs 20 pounds when empty. A successful use expends one charge and has the box unfold into a 15-foot cube with one side's top edge seamlessly hinged (this side can be swung open from its opposite edge). The box holds any objects or beings that can fit, but the total weight increases accordingly.

A second Operation Roll expends a charge and refolds the box to its smaller size, sealing it closed. Objects and people inside remain in stasis, free of erosion, ageing, and trauma. Beings are conscious but may not speak to each other; their souls are dormant in the spirit world. The weight of the small Fortress-box is the same: 20 pounds plus its content weight. Characters may only gain concurrence to the box from the outside but may use it from within if they were already concurred.



HOODED ROBE OF NONBEING [2D6]

A sleeved, hooded robe of an unknown supple and light grey material (AV 2 in all aspects). Concurred wearers who pull the hood up and wrap their crossed arms around their torso may attempt a longer-than-usual 3-round Operation Roll. With success, they dematerialise for 10 minutes per charge expended, the number announced before the test.

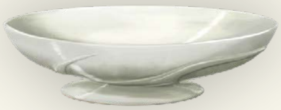
LIKÎRLWÝSAN [5D20]

A slim, silver, metallic egg five inches long. A successful user holding the object can impart a five-second telepathic message into it and then immediately have the egg teleport to within five feet of a designated target who is also concurred to it. The Likirlwysan arrives in 2d6 rounds (S) or in one round (CS), even between worlds. At the destination, it hovers nearby until the target also makes an Operation Roll, whereupon it transmits the message telepathically (no common language required). Each operation by either party expends one charge.

NAGÂRITH [5D20]

A bowl of pure white jade. When filled with water, the Nagarith removes all Psyche Stress levels from a successful user touching it (one charge per PSY). It also removes Psyche traits (one charge each), impulses (two charges each) and disorders (three charges each). With a CS, the user has other-worldly visions that impart a one-use pool of Fate Points equal to the charges spent. These work *independently* of the user's own FP amount (page 280).

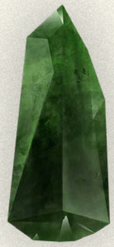
Someone without a Psyche Trait who attempts and fails concurrence acquires 4 Psyche Stress Levels and one random indefinite impulse (CF indefinite disorder).



PRISM OF SOUL STEALING [5D6]

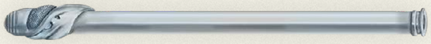
A cut gem with many facets, usually a diamond, emerald, ruby, or sapphire. When operated, the user holding it targets a living being within 10 feet and LOS. If the user's roll exceeds the success level of a Spirit test made by the target (break ties), then the target's body is teleported into one of the gem's facets (a willing target does not have to resist). A given Prism can only ever hold up to d6 × 2 beings at once, regardless of the number of actual facets. One charge is expended with each successful operation, regardless of whether the target resists or not.

Once within, targets are kept in stasis in their own separate facet, free from harm, but suffering indefinite Aural Shock. A user may release a captured target with another successful Operation Roll at no charge cost. The target then reappears at their normal size within 10 feet of the Prism, completely recovered from the Aural Shock.



ROD OF SCINTILLATING DOOM [5D6]

A metallic rod about 30 inches long. A successful user holding it can send forth from its tip a pencil-thin beam of burning coherent light out to a point up to 200 yards away. Each operation expends one charge and allows the beam to burn through two feet of wood, a foot of stone, or six inches of metal in one round. The beam usually passes through living entities without affecting them. However, the user has the option to allow the beam to injure any living entity it passes through during the round, doing d4+12F impact with ZD d10 to each target in the beam's path. This costs one additional charge per struck target.



SHÝVEN'S EYE [5D6]

A translucent orb about an inch and a half in diameter. When it is touched to the forehead and successfully operated at the cost of one charge, the user activates the Eye (its appearance remains the same). Then, when users close their eyes, they see through the Eye, no matter where it is placed. The user can continue the effect at the cost of one charge per day without a new Operation Roll—or end the effect as a free action at any point.

On a CF Operation Roll, the user sees images of other worlds and strange places, acquiring one Psyche Stress Level for each level of Aural Shock initially suffered.

WARD OF SHONJÔR-KALÍM [5D20]

A 12-inch long, half-inch diameter translucent rod. When it is touched and successfully operated at the cost of one charge, the user activates the Ward. The active rod, when held or laid somewhere, prevents creatures other than the user from approaching within 25 – WIL feet of it (based on the creature's Will). The user can continue the effect at the cost of one charge per day without a new Operation Roll—or end the effect as a free action at any point.

WEB OF SHÂLOT [5D20]

A grey cone about a foot and a half tall with a six-inch base, made of *pseudostone*, the same material comprising Godstones. The Web of Shalot weighs 20 pounds. When successfully operated at the cost of one charge (the user simply need be within Spirit ML feet of it), the cone generates an extradimensional sphere centred on its tip with a radius in feet equal to the user's Aura.

The Web takes one round to form; then no entity can enter or leave the sphere. The effect passes through and ignores entities too large to fit entirely within the sphere, such as tall trees or enormous creatures. Occupants can see through it, but the surface is mirror-like to those outside. The Web lasts one day; the user can continue it without a new Operation Roll at the cost of one charge per each additional day. A successful user touching it from the outside can end the effect as a free action at any point.

RELICS

Relics are objects infused with divine favour, sometimes produced at the moment of death of a character possessing Grace (page 311). The living cannot craft true relics, any more than they can demand Grace—only the enigmatic Lesser Gods/aspects (page 309) may anoint relics. Not everyone in a state of Grace at death engenders a relic, and some items presented as relics by religious leaders, whether through cynicism or misplaced faith, might not actually be one.

In game terms, relics do not 'hold' points of Grace that others can use. Rather, the object becomes the focal point of an *ordeal* (page 318) that can bestow Grace upon those who fulfil its related feat, such as completing a pilgrimage to the relic's location, or undertaking a quest to uncover a lost or stolen relic.

Relic Generation

While GMs can simply designate relics, they can also follow these steps to determine whether characters, perhaps a beloved PC or important NPC, who possessed Grace while alive, have catalysed a relic at death.

[1] Subject: the moment a character with Grace dies, the GM makes three d10 rolls against a TN equal to the character's total Grace. If all three rolls succeed, the associated Lesser God/aspect has anointed the articles and remains of the departed as relics.

[2] Relic Magnitude: designated relics are categorised as having minor, substantial, or great magnitude, according to the level of intimacy with the departed character, or some other criterion of importance for objects the GM simply designates as a relic.

Minor: objects routinely touched by the character, such as commonly worn clothing or jewellery—but not simply a chair once sat in.

Substantial: articles especially employed by the character, like a warrior's spear or a crafter's hammer, or places or buildings resided in.

Great: items directly associated with the character's significant exploits, such as a weapon used in a momentous battle. Sizeable physical remains, like a skull or skeleton, can also be great relics, but the smaller the piece, the more reduced its magnitude.

[3] Ordeal: a relic becomes the pivotal aspect of the feat required for completing an ordeal, usually a special type of pilgrimage called *veneration*. The devotee must travel to be in the relic's physical presence, to see or touch it. GMs can devise special circumstances surrounding the ordeal, according to details of the relic, but, otherwise, follow the five regular steps on page 318. The Ordeal Magnitude usually equals the Relic Magnitude.

Relic veneration must be conscious on the part of devotees—its reward should not come about trivially or by happenstance or against their consent. A character who worships a religion whose god is associated with a different aspect than the one who imparted the divine favour in the relic might be restricted.

Characters usually may only ever enjoy the benefits of completing the genuine veneration ordeal once per *lifetime*, no matter how many times they literally visit the given relic. Since relics are such overt sources of possible Grace, GMs might consider making the d20 Ordeal rolls secretly, even for PC devotees.

SAINTS

Canonisation is a worldly, church declaration, independent of whether the saint possessed Grace in life. However, a religion that recognises an object as a relic, whether true or not, often canonises the associated person.

RELIGIOUS OBJECTS

In the game a *sacred object*, as described in the Consecration rules (page 320), is different than a *relic*. Although many revered relics are, indeed, also consecrated as sacred objects by clergy, consecration itself is more widespread, even more routine, than the veneration of relics. Also note that followers sometimes revere *arcane artefacts*. Thus, a given religious object could be: sacred object, relic, arcane artefact, or a combination of the three—or none of them (a counterfeit, whether witting or not).

RELIC EXAMPLES

Relics can take many forms. Here are three examples based upon faiths of the West Venarian pantheon (page 321):

Ágrik: the sword known as the Ilpylen Reaver (pages 128 and 258) could have been made a *great relic* upon the death of either its maker, Laena, or a famous Agrikan warrior who wielded it. The feat associated with fulfilling its ordeal could involve slaying Ivashu, rather than simply venerating it in person.

Laráni: in the third century TR, the second pontiff of the church, Saint Janasyn, issued the Guardian Decree, the writ that established the concept of the Laranian temple warrior. The scroll itself is revered as a *great relic*, but is not usually displayed publicly at the seat in Tengela, Trierzon. The saint's remains have not survived, but the quills he purportedly used in the writ's signing have been missing since Dasyn's Rebellion (TR 596–TR 598). They are revered as *substantial relics*.

Siém: some of the few especially dedicated humans who worship Siem are called Inthiar. One recent such Jarin 'priestess' was Doiryna, martyred in TR 658 during the early years of the Ivinian conquest in northern Hârn. She fought from hiding near what is now Marby and, while no possessions or literal trace of her survive, she became an inspiration during the Jarin rebellion over 40 years later. Today, members of the secretive Uthriem Roliri (pages 341 sidebar) undertake a pilgrimage to the very mountain spring she was said to have tapped during her struggle against the Ivinians. A small cairn and pool there are revered (*substantial relic*).

WRITTEN WORK SCOPE

A written work is either a short *missive*, such as a dispatch, letter, or note that simply communicates a message; or a longer *text* (*tract*, *treatise*, or *disquisition*) meant to expound on a subject, such as a history or grimoire. This table gives their typical lengths in pages, time to complete, maximum Insight stars, and base cost to produce (parchment, ink, and binding).

SCOPE	PAGES	TIME	INSIGHT	COST
Missive	1	10 min	0	3d
Tract	8	5 days	1	30d
Treatise	32	1 month	3	120d
Disquisition	128	4 months	5	360d

Missives can be literally longer—use text scope for pages, time, and cost, but 0 Insight. Text sale value equals 50% (*tract*), 100% (*treatise*), or 150% (*disquisition*) more than their listed costs.

WRITTEN WORK INSIGHT

GMs can use Insights as special pieces of information to further the campaign narrative, not dissimilar to the function of Gather Information rolls (page 140). They can be treated quantitatively (each star equals one detail), hierarchically (lower star Insights are easier to uncover than higher ones), or through a combination of both. For instance, a *treatise's* three-star Insight could mean there are three special details a reader can find; or, instead, it provides a single, difficult clue that only a minimum three-star reading uncovers.

READING SV MODIFIER

Older texts are more likely to have suffered damage that could compromise the reader's Language (Script) SV test (page 83). To randomly determine this condition, roll on the column that corresponds to the era when the work was authored—ancient (BT 1300–BT 301), middle (BT 300–TR 500), or modern (since TR 501). Unless materials are especially inferior, a newly scribed work is considered *pristine*.

ANCIENT	MIDDLE	MODERN	CONDITION	SV
01–05	01–25	01–35	pristine	0
06–30	26–75	36–85	degraded	−1
31–00	76–00	86–00	damaged	−2

POETICS

When writing literature, such as poems and plays, authors use Language for Subject Index, and Creativity (Folklore SR) as the SV test. With music, composers use Musician skill for Subject Index, and Creativity (Folklore SR) as the SV test. Insight measures aesthetic quality.

WRITTEN WORKS

Written works take a variety of forms—wax tablet, scroll, tapestry—and express a wide range of content—map, poem, edict. Whether detailing a timely message penned by desperate PCs or an ancient tome made by an obscure sage, follow this Writing Routine to create a written work.

Writing Routine

These rules imply loose scrolls or bound books, where each 10" × 14" page is one-fourth of a 20" × 28" sheet of parchment or vellum. GMs can use this proportion to estimate coverage of works in other media and sizes.

[1] Language: authors select the Language and Script used to express the work, and whether they scribe it themselves or dictate it (step 6).

[2] Scope: the author designates the intent as either a *missive* or a *text*. A missive is just a brief message, whereas a text expounds at more length on a particular subject, usually meant to edify.

Text Length: when writing a text, authors further select one of three special scopes, each of increasing length—*tract*, *treatise*, or *disquisition* (see sidebar table; randomise page counts up to ±20% if desired).

Subject Index: when writing a text, authors designate a Subject Index equal to the Index they have in the specific skill that reflects the subject matter, such as *Masonry*, *Archery*, or—a common default—*Folklore*.

[3] Time: the author spends the time creating the written work, as given in the sidebar table. For texts, such time assumes a maximum of 10 hours work each day. Randomise the final time up to ±20% if desired.

[4] Test: upon completion, the author makes a **Language (Creativity SR) Success Value** test. Increase SV by 1 if the Creativity SR succeeds.

SV	LANGUAGE (CREATIVITY SR) SKILL VALUE TEST
≤ 2	LIMITED: a brief *missive* is completed (up to several halting phrases). Longer *missives* and *texts* are not finished, but the author may try again.
3–4	BASIC: a simple *missive* is completed (up to a page). Longer *missives* and *texts* are not, but the author may try again in half the TIME given in the sidebar.
5 ☆1 6 ☆2 7 ☆3 8 ☆4 9+ ☆5	ADVANCED: the work is completed; each star can be assigned to reduce writing time by 10%, or (for *texts* only) to roll one d10 against a TN equal to the Subject Index. Each d10 success produces one Insight star (0–5), representing special information readers can later glean (page 83), beyond the surface content of the work (which can still be meaningful).

Critical Failure: whatever the resulting SV, the author makes a **Will** test. A failure increases the time to complete the work by 50% (F) or 100% (CF).

[5] Insight: no matter the d10 results in step 4, a text's final Insight stars are limited either by its scope (sidebar table) or to no more than the author's Subject Index minus four, whichever is lower. For more on the effect of written work Insight, see sidebar.

[6] Scribing: authors either scribe their own work as they create it, or dictate it to another person as they go (dictation increases writing time by 50%). The appropriate party now makes the Scribing roll (page 83) to gauge a completed work's legibility and to determine the final, adjusted completion time.

Rewrites: authors may rewrite a completed text to improve it effectively only when either their Language or Subject skill has increased by 10 ML.

AREA ARMOUR VALUE

Area AV equals the sum of each Location's individual Fire/Frost AV times the Location's Coverage factor (COV). The Area AV4 of the Mail Byrnie suit on page 114 is figured thusly:

Skull (7 × 0.04) + Shoulders (5 × 0.03) + Upper Arms (5 × 0.06) + Elbows (2 × 0.02) + Thorax (5 × 0.12) + Abdomen (5 × 0.12) + Pelvis (3 × 0.10) + Thighs (1 × 0.14) + Knees (1 × 0.03) + Calves (5 × 0.12) + Feet (4 × 0.07) for a total of 3.7, rounded to Area AV4.

Quick Area AV: as an optional calculation, simply treat Area AV as equal to the *Thorax* location's F-aspect AV *minus* 1. This works best when the suit offers coverage over most of the body.

LOCATION	COV
Skull	0.04
Face	0.03
Neck	0.02
Shoulders	0.03
Upper Arms	0.06
Elbows	0.02
Forearms	0.05
Hands	0.05
Thorax	0.12
Abdomen	0.12
Pelvis	0.10
Thighs	0.14
Knees	0.03
Calves	0.12
Feet	0.07

☐ ARMOUR MAINTENANCE OPTION

Armour suits require a Maintenance cost per month equal to one percent of their purchase cost in silver pennies (d). Characters have an 'armour/clothing budget' in silver pennies equal to their Wealth score each month that automatically absorbs the cost—no actual money is spent except for any amount that exceeds the budget.

All suits have an AQ equal to 0 plus any bonus from Masterwork Rolls (page 89). Each month the Maintenance is not paid, the suit's AQ lessens by 1. The GM may also reduce AQ due to broadly catastrophic damage such as Area Fire or Frost impact. When a suit has AQ –1 or lower the following effects apply:

AQ –1: minor damage; suit still functions. AQ can be restored to its original maximum by spending 10 times its Maintenance *or* receiving a one-star result on each crafting SV test pertinent to its materials.

AQ –2: major damage; reduce AV by one. AQ can be restored to AQ –1 by spending 10 times its Maintenance *and* receiving a one-star result on all crafting SV tests pertinent to its materials.

AQ –3: suit is unwearable unless remade at half its original price.

AQ –4: suit is unwearable and destroyed beyond repair.

☐ FACE LOCATION OPTION

When the Face location is struck in step 1 of the Injury Sequence (page 167), roll d20 to determine an exact *facial feature* (below left). Furthermore, each d10 Location Die (LD) beyond the first that indicates the Face location grants an extra *d20* roll when determining the facial feature (player chooses a result). Logically apply according to facial feature any compounding injury (page 168) or unique injury effects (page 191 option). Armour *Facial coverage* (page 118) can also be specifically distinguished (below right).

FACIAL FEATURE

D20	LOCATION	ABB
1–2	Eye	EY
3–4	Nose	NO
5–12	Cheek	CK
13–14	Ear	EA
15–16	Mouth	MO
17–20	Jaw	JW

FACIAL COVERAGE

ARTICLE	SK	EY	NO	CK	EA	MO	JW	NK
Cowl	●	·	·	·	●	·	●	●
Helm	⊡	·	·	·	·	·	·	·
Kettle Helm*	⊡	⊡	·	·	⊡	·	·	·
Nasal Helm*	⊡	·	⊡	·	·	·	·	·
¾-Helm	⊡	·	⊡	⊡	·	⊡	⊡	·
Great helm	⊡	·	⊡	⊡	⊡	⊡	⊡	⊡

**Raise the* PRICE *of the helm version by 10%; weight remains unchanged.*

☐ KÛRBÚL AND PLATE ARMOUR VALUE OPTION

The thickness of Kurbul and Plate articles varies by the body zone covered: arm and leg pieces are thinner (reduce AV by 1 in all aspects); helms are thicker (increase AV by 1).

☐ KÛRBÚL BREAKAGE OPTION

Kurbul cracks and eventually breaks down. When a location it protects suffers impact exceeding the location's total AV, make a d10 roll against the ordinal instance of such excess, adding the armour's current AQ to the roll. The first time AV is exceeded, roll against TN1; the second time, TN2; and so forth. If less than or equal to the TN, then the article cracks and is destroyed—if greater, it survives.

☐ METAL ARMOUR OPTION

Despite the Glancing Blow rule (page 168), metal armours are likely *impenetrable* to edge strikes that even inflict S2 or higher injuries—and plate should be so to point strikes, as well. Refer to the boxes in the ARMOUR VALUE table (page 111) when applying these rules:

☐	Serious and Grievous *Edge* aspect injuries resulting from strikes to a location with at least one layer of ***scale*** or ***mail*** instead manifest as Blunt aspect injuries of one lower Severity.
■	Serious and Grievous ***Edge*** and ***Point*** aspect injuries resulting from strikes to a location with at least one layer of ***plate*** instead manifest as Blunt aspect injuries of one lower Severity.

Thus, S2 injuries become M1B; S3 become S2B; G4, S3B; and G5, G4B. With negative impact, apply the Metal Armour Weapon Damage rule (page 191). Battering a plate-armoured foe with a sword to inflict blunt force trauma will likely result in a quickly dulled blade.

PROTECTION BEHIND HARD COVER

Targets behind hard barriers receive protection against strikes to certain body locations. In step 1 of the Injury Sequence (page 167), a successful strike to a *location behind hard cover* instead results in no impact to the target. Use common sense to determine which locations are protected in this way. Consider a human-sized target:

- Kneeling behind a *low wall* protects the abdomen, pelvis and all locations in both legs.
- Leaning out from around a *tree* deflects even-numbered Location Numbers (LN) in the Torso zone, and all of the one hidden leg.

☐ SHIELD MISSILE BLOCK OPTION

The DEFLECT trait (page 98) depicts how shields passively intercept missiles, whether wielders are aware of the attacks or not. If wielders are *unthreatened* in melee (or ignore threats for a round) and are *aware* of an incoming missile from greater than half point blank range, they may try an active Shield Missile Block defence *once per round*. First, resolve the Missile test using the Missile Sequence (page 163). If it succeeds, then the target makes a Melee test with –20 penalty plus the shield's SHIELD MOD bonus (+5 to +20). A CS deflects the missile; a S means it strikes the shield. Failures result in the target being struck (CF also causes a Stumble [CF5] or Fumble [CF0] Roll by the wielder).

☐ SHIELD WALL OPTION

When wielding a shield next to an ally who has a shield on the wielder's non-shield side, the wielder's SHIELD MOD and DEFLECT traits increase by 10 and 2, respectively (page 98). Warriors in such a **shield wall** may make Difficult half Moves (page 160), but only in consort—they delay moving until the turn of the participant with the lowest Initiative Rank. A member loses these benefits by moving out of 'in close' range of the allies; moving greater than a half Move; or falling prone. Bucklers do not offer shield wall benefits.

CHAPTER 5

Adventure

KALIOS PURPOSEFULLY FOLDS HIS HANDS across the short stack of tattered vellum on the table before him, a subtle gesture of defiance to the negotiation. Ulven, master of Scholars' Hall, shifts uneasily in an opposing chair, worried the chance to acquire the ancient Jarind documents is slipping away. He glances at Kalios' implacable grey eyes, idly taps the table, and considers a different tack.

◆

The Emhlen warden Lerelyn marches sombrely along the mountain trail to Abrelyn, the pilgrims she leads nervously attentive to her watchfulness, unable to forget the previous night's horror. The bright sunshine fails to distract them from the encroaching shadow beneath the trees. Erynos, senior among the devotees, encourages them: 'Come, we must go quickly!'

◆

On a clear day in the High Vale of Our Mothers, Kath hunters can usually see the dark line of the Kald river far to the east. Today, however, with thick fog still clinging stubbornly all around, Loxa can barely make out the near shore of Eagle Pond two hundred paces away. How strange to fret about it now, he muses, choking on rising blood and slumping to the wet grass. He doesn't even feel the arrow shaft buried in his chest snap off, now only half-conscious of mail-clad figures emerging from the mist.

MODES OF ADVENTURE

Characters on Kethira find adventure in many ways. They can wield social influence, embark on great journeys, and engage in dangerous battles, to name a few. Though most exploits combine several such modes, they each have unique game rules. The Adventure chapter explains these in detail, enabling players to game in a wide variety of situations throughout Kethira's many places.

Influence

Most Kethiran cultures are far from egalitarian. While negotiating their restrictions can prove quite difficult for the underclasses, even the higher classes cannot often express power without some risk. Adventures of influence encompass a number of actions, including mercantile trades, timely missions of diplomacy, and the resolution of conflicting desire.

- *A fur trader travels to a remote outpost in the alpine Nethil river valley to barter with a familiar trapper, whose rare pelts will bring certain profit in the coming spring fair. Located at the wilderness nexus of violent nomadic Gargun and rival Anoa tribesmen, the meeting could prove unwise.*
- *A priestess of Halea navigates carefully the opulent halls of her temple in Rykal, a powerful city state in the southern island chain of Karejia. Serving the Mistress of Discipline, she brokers in the lucrative secrets of voluble patrons and ambitious senior clergy.*

Travel

The three continents of Kethira consist mostly of vast swathes of wilderness. Even the regions more densely settled, such as northwest Venarive, remain predominantly uncultivated and seldom traversed without great care. Ancient ruins and Earthmaster sites lie forgotten in lands not so remote from the few centres of trade. Adventures are had simply by looking for these places—and certainly so upon finding them.

- *In the northern tundra and mountain ranges at the frigid crown of eastern Venarive, the Great Altic nomadic tribal people tend vast herds of reindeer. They hold sacred the surrounding peaks of the Muyarh Mountains, sending thither their wisest to brave the ice and commune with ancestors.*
- *A group of Zhelorians drive a train of buffalo-drawn carts along the jungle trails of central Anzeloria. Headed to the remote city of Koanto—inaccessible to sizeable river-trade—the party of merchants, teamsters, and guards seek fortune in the transport of valuable metals back to the riverhead at N'dalla, over a hundred miles behind them.*

THE MYSTERIES

Kethira expresses powerful, yet rare and guarded magic; its gods, by contrast, remain aloof and unmanifest. The arcane, astral, and divine mysteries add monumental texture to the exploits of intrigue, voyage, and conflict.

ARTEFACTS

Both the magic objects crafted by arcanists and the enigmatic tools left by the ancient Earthmasters inspire quests throughout all of Kethira. As exceptional as their makers, most artefacts exhibit unique powers.

THE SPIRIT WORLD

Perhaps the most dangerous adventures do not even take place in the physical world. Journeys to and from the ethereal planes remain clouded in legend in many cultures, save notably for tribal peoples who practice the esoteric shamanic traditions.

Combat

Combat often arises out of a consequential downturn in the previous two types of adventure—a catastrophic failure of influence leads to a vengeful knife in the dark; a rash misstep in navigation springs a sudden ambush along a narrow trail. Violence can find characters in many other ways, too—as lords raiding neighbouring manors, as vikings marauding rich shipments. Even more frightfully, Kethira harbours the lairs of myriad unnatural beasts, the might of whom is rarely tested.

- *An army of the Kingdom of Palithane laid siege to the Trierzi town of Waleden last autumn in revenge for an earlier attack on two of its border keeps. Before the spring thaw and the siege's renewal, the Trierzi defenders wish to send a messenger to a nearby village beyond the invested walls.*
- *The Emhle lodge master of Pelangwæd leads an expedition to Mount Belemwys atop the Jerinalian range in eastern Emelrene. Charged with containing and combating the fire elementals and drakes found there, the group includes over half the community's highly skilled wardens. There has been no word from them in weeks.*

Trauma

The challenge of facing physical and mental trauma arises out of many situations. Arrow wounds and concussion, disease and the hardships of weather, psyche stress and the precarious tether of one's soul. All are potential threats to the adventurer.

INFLUENCE

The status characters attain reflects both the class into which they were born and the personal influence they ultimately wield to enhance it. All Kethiran cultures measure such impact according to a character's ability both to sway individuals on an intimate level (*persuasion*), as well as to navigate shrewdly larger networks over a longer term (*conspiracy*).

ROLEPLAYING INFLUENCE

While the following rules do not supplant the roleplaying of social interactions that arise in the game, players should keep in mind the abilities of their characters. Evocative and entertaining roleplaying reaps its own self-evident reward: games are more memorable and fun. However, players need not be punished for lacking theatrical talent. In the end, it is their characters who should be tested.

Persuasion

The first type of influence characters can wield is called persuasion. Five specific skills—Charm, Command, Discourse, Guile, and Theatrics—are collectively deemed the *persuasion skills*. Each one measures a unique technique for convincing a single person or small group to do what the speaker wishes. The time frame is immediate; the effect occurs within seconds or perhaps minutes.

Each persuasion skill has its own *domain* and *action*:

PERSUASION SKILLS

SKILL	DOMAIN	ACTION	EXAMPLES
Charm	emotion	to entice	inspiration · seduction
Command	threat	to coerce	authority · intimidation
Discourse	logic	to convince	debate · instruction
Guile	deception	to trick	bluffing · lying
Theatrics	drama	to impersonate	mimicry · disguise

CHARM

A character tests Charm to entice another to act through an appeal to feelings.

Inspiration: an impassioned call to the troops; the subtle grace of manners; a friendly engagement with strangers.

Seduction: idle flirtation; temptation; lovecraft.

COMMAND

Tests of Command force targets to act by way of mental, physical, or social dominion, sometimes all three.

Authority: a warlord exhorting troops to battle; a monarch dictating to a vassal; a ship's captain controlling a crew.

Intimidation: terrifying a prisoner; menacing a traveller.

DISCOURSE

Speakers test Discourse to compel others through thoughtful analysis.

Debate: a litigant logically arguing a case; a scholar proposing a hypothesis to colleagues.

Instruction: a swordmaster explaining a technique to students; a priest training acolytes in the liturgy.

GUILE

Guile allows the persuading character to deceive another into believing something that is actually false.

Bluffing: a litigant distorting the argument of a case; a friend slyly nudging an ally to action.

Lying: a merchant selling faulty wares; a thief tricking the town guard out of pressing charges.

THEATRICS

Theatrics skill covers the playing of roles, including the manipulation of one's voice and appearance.

Acting: a thespian assuming a dramatic role; a courtier pretending to be a foreign dignitary at the duke's court.

Mimicry: a rogue speaking in an educated Bereman accent to confuse inquisitors; imitating a bird's whistle.

Disguise: donning special guild robes to impersonate a litigant; applying make-up to look like the Sheriff of Vemionshire.

OTHER PERSUASION TASKS

Several endeavours often seen as distinct skills in other games are here deemed *tasks* that several of the five persuasion skills could equally accomplish. Which skill to use depends simply upon the speaker's strengths and intentions.

Diplomacy: Charm (to win over the counterpart); Command (to coerce); Guile (to deceive); or Discourse (to reason with).

Haggling: Charm (to tempt); Guile (to defraud); or Discourse (to present).

Interrogation: Charm (to confide); Command (to frighten); or Guile (to outwit).

Leadership: Charm (to inspire); Command (to order); or Discourse (to reassure).

Public Speaking: Charm (to electrify); Discourse (to orate); or Theatrics (to dramatise).

OPPOSED PERSUASION SKILLS

SKILL	TASK	OPPOSED TEST
Charm	seduction	Will
Command	authority	Will
	intimidation	Initiative
Discourse	debate	Discourse
Guile	bluffing · lying	Intrigue
Theatrics	acting	Intrigue
	disguise	Awareness
	mimicry	Awareness

OPPOSED PERSUASION TEST

★3 Persuasion fails; no retest; and likely immediate hostility.
★2 Persuasion fails; no retest.
★1 Persuasion fails; no retest (usually).
☆1 Persuasion succeeds.
☆2 Persuasion succeeds; target reacts more favourably than intended.
☆3 Persuasion succeeds; target reacts more favourably than intended; +20 bonus to next Persuasion test against same target.

LANGUAGE FLUENCY

A character's command of the language used in a persuasion might affect the test's outcome. For instance, a character with basic fluency (Index 3–5) could test Discourse to persuade a farmer about something involving agriculture, because agriculture is a topic familiar to common folk and their basic fluency. Testing Discourse to influence a scholar about an academic point likely requires the erudite diction from higher fluency (Index 6+).

If the GM deems language fluency important to a given Persuasion attempt, then apply a –10 *penalty* to the test for each deficit in fluency, according to the four levels: limited (Index 0–2), basic (3–5), advanced (6–7), and profound (8+). By contrast, seduction and intimidation might not even require a shared language between the two parties.

SECONDARY MODIFIERS

The GM might also include Secondary Modifiers in certain persuasion tests. Two academic debaters likely should include a Secondary Modifier of the skill dealing with the subject at hand, such as Law or Folklore. Physically threatening a target might include—or require—a Strength or Melee Secondary Modifier for both the persuader and the resisting target. Tough people are both more likely to succeed with and resist intimidation.

Persuasion Routine

Characters may use one of the five persuasion skills to influence others. This most commonly involves player characters targeting non-player characters, but the inverse should be possible, too.

[1] DECLARE TASK

The player describes the goal and manner of the persuasion attempt. Several different skills can sometimes accomplish the very same task. The GM might offer suggestions to the player when deciding which skill best suits the character's intention. It can be helpful if players roleplay the exchange first, and only then test the most suitable skill afterwards.

Social Standing: status trumps persuasion in likely every society throughout Kethira. Nobles can simply tell their 'lessers' what to do in most situations—no persuasion test required. However, unusual or unreasonable demands might engender some amount of resistance.

Language: see the sidebar for how language fluency affects persuasion.

[2] TIME

Testing a persuasion skill usually takes place quickly, from a matter of seconds to several minutes, perhaps longer in the case of Theatrics. The time required essentially reflects a single task: *deceive the castle guard*, *haggle over the sword's price*, *calm the rebelling crew, deliver the speech*.

[3] MASTERY TEST

Unopposed: if the target is in a neutral or unsuspecting state, the persuader makes an unopposed test using the selected persuasion skill. Such a state in the target could include *familiarity* (an ally or friend); *laxness* (a bored or weary guard); *eagerness* (a motivated underling). If the goal of the persuasion is especially unusual from the target's natural expectation, then an otherwise unopposed test likely becomes opposed.

Opposed: if the target is already resistant, or made so by the nature of the persuasion, then the test is opposed. The target's resistance could be motivated by *suspicion* (a wary shopkeep); *alertness* (a vigilant guard); *superiority* (a target of higher class); *antagonism* (an angry patron). The GM might always allow PC targets an opposed test to resist persuasion.

[4] RESULT

Unopposed Test: with success, the character sways the target in the intended way. A CS has a special effect—perhaps the response is more enthusiastic, or the persuasion lingers much longer than expected (+20 bonus to the next test against same target). A F does not persuade the target, but a retry might be possible as an *opposed* test (step 5). A CF fails to persuade, with no retry possible, and it might induce hostility.

Opposed Test: break all ties, even failures, and read the star result in the Opposed Persuasion Test table (sidebar). Green stars are for the persuader; red stars, the target. Opposed test results are usually final.

[5] RETEST

A Failed (F) *unopposed* test might lead to an *opposed retest* if some time passes and the circumstances change. For example, a failed use of Guile to talk one's way past a lax castle guard could lead to an opposed retest if the persuader waits a few days and devises a new line or approach.

Opposed retests: GMs might allow an opposed retest if the persuader merely lost a Failure (F) tie-break in the initial opposed test.

Conspiracy

The second type of influence a character may wield is called *conspiracy*. Whereas persuasion occurs on a personal, immediate scale, conspiracy transpires more generally over several days or weeks and measures the character's ability to function within a subculture or settlement.

Quite often an entire adventure unfolds as a conspiracy, and so resolving it with a dice roll is likely not desirable. Instead, GMs can reserve the Conspiracy Routine for when players make unexpected decisions that might divert the game's focus or otherwise slow its progress. After a long series of roleplayed encounters and intricate character dialogue, sometimes it comes as a relief to players for the narrative to move briskly—a dramatic revelation through a single conspiracy roll might very well reinvigorate everyone's attention.

Conspiracy Routine

Conspiracies take place in a specific location, such as a town or manor village, a tribal gathering, or even a large, slow-moving caravan. Whatever the time and place, follow these steps to launch a conspiracy.

[1] DECLARE TASK

The conspirators describe their overall intent, usually either to gather information or instigate a plot.

Gather Information: the conspirator wishes to gain more knowledge about a recently living person or current event in the present location. Knowledge of the remote past instead tests Folklore (page 73), or language and script skills if it involves written works (page 83).

Instigate Plot: the conspirator wishes to initiate a scheme about a person or event in the present location. Instigating a plot might be viewed as the active inverse of gathering information—an 'offensive' attempt to create information about the subject that did not exist before. Such plots often include falsehoods but do not have to.

[2] TIME

The time required to attempt a conspiracy varies by the size of the settlement or location. As a guide, assume it takes one day per Market Size, or just d6 hours in smaller places, such as manors or tribal villages. It really depends on the nature of the conspiracy—sometimes they could actually unfold more quickly in larger settlements.

[3] CONSPIRACY ROLL

A Conspiracy Roll is an **Intrigue Success Value** test by the principal agent involved. Other characters may lend assistance (page 60). Include these modifiers based on Language and Network.

Language: the character's fluency in a predominant local language modifies the SV result: *limited, Index 0–2* (–1 SV); *basic, Index 3–5* (0); *advanced, Index 6–8* (+1 SV); or *profound, Index 9 or more* (+2 SV). If using a translator, use the translator's fluency and apply a further –2 to SV. Without the proper language or a translator, the agent cannot attempt the Conspiracy Roll. The GM might allow a conspirator to use a secondary local language, but with a reduction to the resulting SV modifier by an additional one or two.

Networks: characters attempting a conspiracy in unfamiliar subcultures could face other difficulties (see Networks, sidebar).

NETWORKS

When characters test Intrigue to make Conspiracy Rolls, the GM might consider certain modifiers according to the subculture within which the agent acts.

Class: characters can have difficulty conspiring outside their social class, certainly among the extremes. This disadvantage can often work reciprocally: nobles can be exposed among peasants as much as the latter among their 'betters'. Consider applying a –1 SV penalty per difference in social class between the character and the target social class, according to the various Class tables in Chapter 2: Character (starting on page 27). The GM can include logical exceptions and gradations, as desired.

Family: reliance upon one's clan or family for assistance is often resolved with a Kinship Roll, which is a Success Level test against a character's Estrangement score (page 34 sidebar). The GM could resolve it instead as a Conspiracy Roll, with Estrangement replacing Intrigue in the Success Value test of step 3.

Occupation: to reflect character renown or reputation, a primary occupation skill ML can generate a Secondary Modifier to Conspiracy Rolls. Thus, a master weaponcrafter with ML94, but only Intrigue ML33, would make Conspiracy Rolls pertaining to the Weaponcrafters' Guild against an EML53 (Intrigue ML33 + 20 Secondary Modifier from Weaponcraft).

CONSPIRACY ROLL

SV	INTRIGUE SUCCESS VALUE TEST
≤2	**NO EFFECT**: the conspiracy fails.
3–4	**PERSUASION**: the conspiracy fails unless the conspirator tests a persuasion skill. A success results in a one-star outcome (as below). On a failure, the character is exposed (F) or threatened (CF).
5 ☆1	**OUTCOME**: the conspiracy succeeds. Each increasing star result reflects better information or a more effective plot. Proceed to step 4 for a more detailed explanation (page 140).
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

Critical Failure: the conspirator risks being exposed, regardless of the star result of the test itself. The player selects and tests one of the five persuasion skills for the character (page 137). A failure means the agent is found out (F), perhaps with violent consequences (CF). Make this persuasion test before any persuasion test made as the result of SV3–4—and the conspirator may select the same or different skills for each test.

GATHER INFO EXAMPLE

Eldir, a secret Peonian mendicant, arrives in the enemy-controlled castle town of Menekai (MKT 2). Eldir needs to find out how heavy the patrols are to the north before venturing to the outlying manor village of Cozune a few days away. His player announces a Conspiracy Roll to gather information about the patrols, knowing the violent mounted Agrikan knights could prove quite troublesome.

The GM decides to make the roll after some roleplaying of exactly how the player wishes to proceed. Eldir's player guides her character around the village, making several inquiries, and ultimately arriving at a local tavern known to be connected to the regional Lia-Kavair (the 'thieves' guild'). The GM and player roleplay several exchanges over a period of two game days, and then the GM calls for the roll.

Eldir speaks Harnic at a basic level (Index 5) and has Intrigue ML48. The player rolls 65—a CF that results in SV3. The Critical Failure note at the bottom of the CONSPIRACY ROLL table (page 139) says Eldir must make a Persuasion test or risk exposure. The player selects Command ML52, to see if he can intimidate his way out of the mess: a 32 succeeds (S). The SV3 result gives him the option to improve the failed conspiracy to a one-star result. The player declines the risk, so nothing is learned.

INSTIGATE PLOT EXAMPLE

Elben is a resident scholar at the Guild of Arcane Lore in the port city of Cherafir in the Kingdom of Melderyn. Having just returned from a long journey up the Silver Way to the dwarven Kingdom of Azadmere, Elben has been asked by his travelling companion, Nolora, to continue their journey, across the Emel Straights to her homeland of Emelrene.

This juncture takes place during a pause in the gaming group's campaign. The GM has called for two months 'downtime' in the world after the adventure on the Silver Way. The GM reminds Elben's player that his PC has recently benefited from the guild's granting him leave; his masters will need more convincing to let him go to Emelrene.

Elben's player decides he will Instigate Plot to persuade the guild. The GM agrees, feeling this is a good time to keep the campaign's pace swift, for, indeed, several recent developments point to the Jerinalian Mountains in eastern Emelrene. The player describes Elben making his case the next few weeks that his travelling to Emelrene is diplomatically crucial, but no scenes are roleplayed.

The GM calls for an Intrigue SV test for Elben, with Elben the target of his own plot. Against ML76, the roll is 61 (S) and a three-star result. The plot works and the GM decides that the 'unrelated social strata' mentioned in the table refer to political entities in Melderyn that, in fact, encourage Elben to travel to Emelrene, home to recent dragon sightings in Nolora's native lands...

[4] OUTCOME

A successful conspiracy has a rating between one and five stars. The GM may interpret them as either *quality* or *quantity*, or a combination of both. For guidance and inspiration, consult the following star scale tables according to the conspiracy type:

GATHER INFORMATION	
1	Vague or third-party evidence reveals a single piece of general information, little better than rumour.
2	Direct evidence or a trustworthy witness imparts several broad facts about the subject—or one detailed piece of news.
3	Several specific pieces of information give a good understanding of the subject; this might include implications not initially imagined or sought after.
4	A complete, deep picture of the subject is uncovered; it very likely includes information not widely known by the public at large.
5	Secrets or details well beyond what was expected are revealed in volume; powerful or damning leverage is likely gained.

INSTIGATE PLOT	
1	Innuendo tangential to the subject is established; while not widely or deeply believed, the plot at least resonates as rumour.
2	A single idea takes firm hold among those of the targeted social stratum; the general populace likely views it as simple rumour.
3	Nuanced and substantial information is clearly linked to the plot's target, even reaching unrelated social strata as truth.
4	A complicated and consequential plot with wide implications is linked; all but the most bizarre details are believed by nearly everyone.
5	An intricate, far-reaching, and highly resonate plot is linked; some details might be outlandish or esoteric but are nonetheless believed.

REVELATION

The GM can reveal the details of the conspiracy in two ways, or in combination with each other.

Gameplay: the Conspiracy Roll is made, and then the GM shares the details through successive roleplay encounters. Done this way, the test sets the stage for much of the gaming session that follows.

Handout: the GM immediately doles out the result, either verbally or literally presenting it as a written handout.

REPEATED CONSPIRACY

A Conspiracy Roll should not be like hammering a nail until successful; a single test should be consequential. Until a fair amount of time has passed—perhaps a month—the result of the initial roll should stand.

TRAVEL

Adventures usually take characters somewhere. Common journeys follow roads connecting settlements or involve cross-country hikes through forests and mountains. Trips of any great distance can demand an oft-perilous sea voyage. The strangest travels are likely the rare esoteric ones, such as spirit trips or Godstone transport.

The following section explains the rules for three types of journeys: trekking, sea voyages, and dimensional travel.

ROLEPLAYING TRAVEL

Gamemasters and players may wish to narrate travel without recourse to specific game mechanics. They may even waive it entirely, the way movies quickly cut out matter seen as extraneous to more important plot elements. However, making certain tests at timely moments more fairly highlights precious nature skills. Even following travel routines in detail does not obviate evocative description and roleplaying along the way.

Trekking

Embarking on an overland journey is called *trekking*. A trek consists of five elements, identified at the outset.

Party: the people making the trek.

Route: the intended course to the destination, if known. Pure exploration with no planned route is also possible.

Conveyance: the means of overland travel—either foot, mount, cart, or wagon. One party might utilise several different means, but progress is measured by the slowest.

Guide: the single character designated as the primary navigator and pathfinder, usually the one with the highest Survival ML. Others may assist (page 60).

Drover: the character selected as the primary beast wrangler, either simultaneously the guide or someone else. Conveyance by horse tests the drover's Riding; by cart or wagon, Animalcraft. Leading pack animals is considered foot conveyance that tests Animalcraft. With mixed-conveyance, use the lower of either skill. Others with the corresponding skill may assist.

TREKKING ROUTINE

When a party begins the journey, use the Trekking Routine to help describe its events. Movement is measured in one-league units (4 kilometres or about 2.5 miles). *ATLAS KELÉSTIA* PDF maps include a one-league hex layer, so a unit of distance in the routine is also called a hex.

[1] Environment .... page 142
[2] Landscape .... page 144
[3] Weather Rolls .... page 144
[4] Orienteering Roll .... page 145
[5] Movement .... page 146
[6] Wilderness Tasks .... page 147
[7] Hazards .... page 148
[8] Trekking Fatigue .... page 149
[9] Encounter .... page 150

Scale: the nine steps of the Trekking Routine equal four hours, also called a *watch*. One unit of movement covers one league (four kilometres).

SEASON	TÚZYN RECKONING MONTHS		
Spring	Núzyæl	Peónu	Kelén
Summer	Nólus	Laránè	Ágrazhâr
Autumn	Azúra	Haláne	Savôr
Winter	Ilvín	Návek	Morgát

Daylight: when using the Daylight Hours table, apply the Season as indicated by the *colour* in the above table. For months with two colours, the first corresponds to days 1–15, the second to days 16–30. See the example in the main column at the bottom of this page.

CLIMATE ZONES

Subpolar regions have short, warm summers and very severe winters. The Ivinians of northern Lythia are one of the few peoples to inhabit this harsh climate.

Cool Temperate climate has mild summers and cold winters. The greatest number of people in the world reside in these hospitable regions.

Warm Temperate climate exhibits warm or hot summers and mild winters. These regions are home to a significant number of people.

Subtropical climate express seasons, if more subtly than the temperate zones. Subtropics have warm winters and hot summers.

Tropical Dry regions are dry in winter and wet in summer. The warm winters and very hot summers produce sand deserts and drylands.

Tropical Wet climate is located very close to the equator. It is exceedingly hot, with usually pronounced wet and dry seasons.

DAYLIGHT HOURS TABLE KEY

1–18	DAYLIGHT: the spread of numbers denotes the hours of daylight. During the spring and autumn, daylight lasts about 12 hours no matter the latitude.
□	TWILIGHT: the sun is less than 12° below the horizon, providing enough light to risk orienteering but not too much to obscure starlight.
■	NIGHT-TIME: the sun is beyond 12° below the horizon, leaving darkness; how complete varies by moon phase and cloud cover.

Moon Phases: every month Yael is at full moon on the 15th and is at new moon on the 30th. For purposes of sighting distances in the Surprise routine (page 150), three broad phases are recognised: *bright* moon (12th–19th); *quarter* moon (20th–26th and 5th–11th); and *dark* moon (27th–4th). Cloudy conditions at night make all phases effectively dark.

[1] Environment

First note the *Season*, *Climate*, and *Daylight* conditions for the current four-hour watch. Note that this publication limits its focus to the area called Venarive, in the northern hemisphere.

[1.1] SEASON

Regardless of whether distinct seasons occur at a given latitude, select the Season that corresponds to the current Tuzyn Reckoning month (sidebar). This is used in Weather Rolls (step 3, page 144).

[1.2] CLIMATE ZONE

Identify the Climate zone where the journey takes place. See sidebar and Venârivè Climate Zones map (page 143).

[1.3] DAYLIGHT

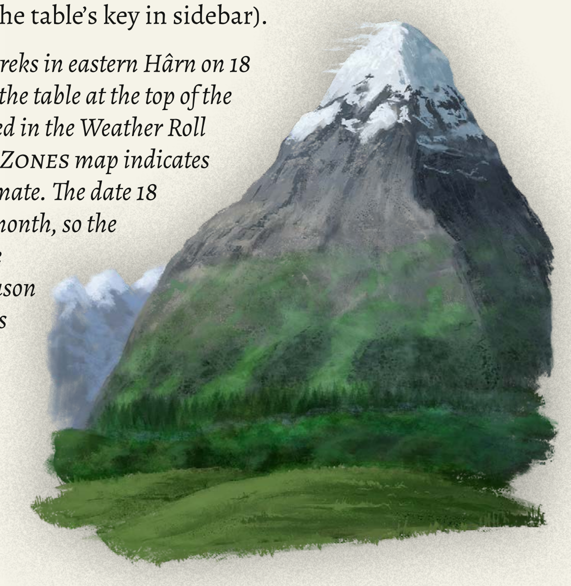
Note when the trek takes place as during *Daylight*, *Twilight* or *Night-time*. These periods vary by latitude and season—refer to the sidebar table and explanation to determine which season to apply to the table below. See also the Venârivè Daylight Hours map (page 143).

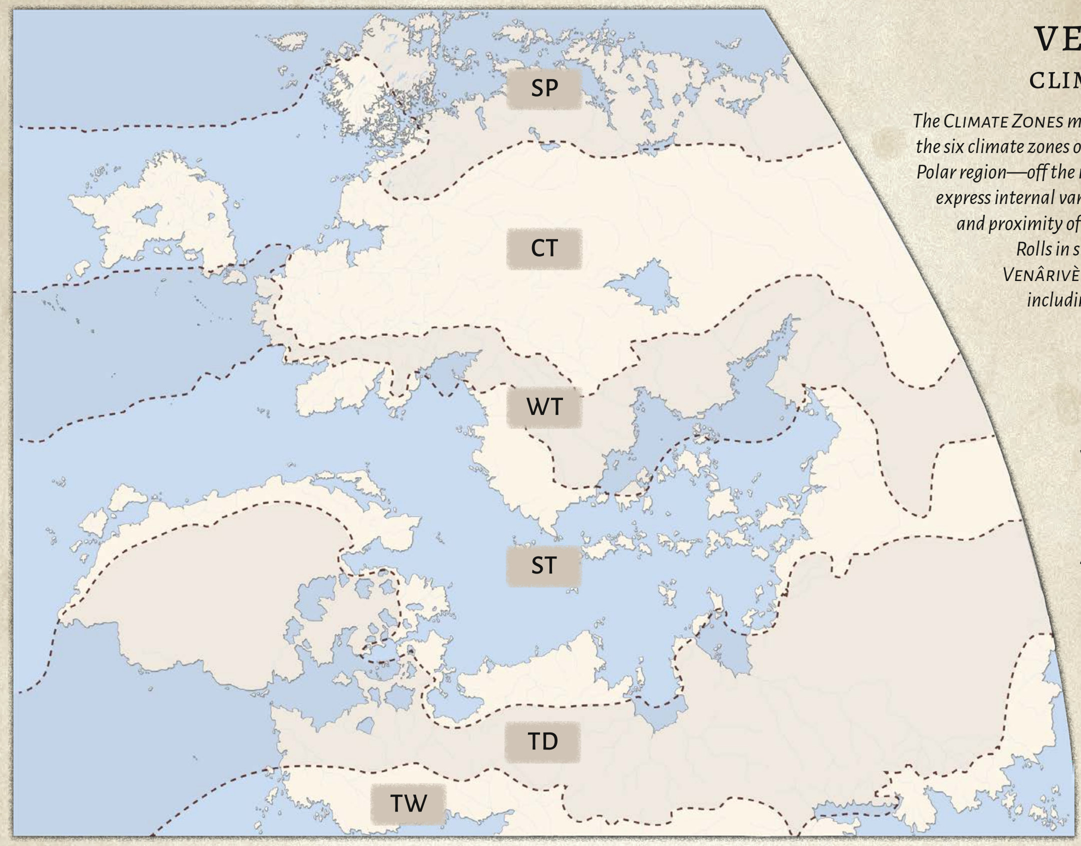
DAYLIGHT HOURS

LATITUDE	SEASON	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Polar	Winter	■	■	■	■	■	■	■	□	□	1	2	3	4	5	6	□	□	■	■	■	■	■	■	■
	Spring/Autumn	■	■	■	■	□	□	1	2	3	4	5	6	7	8	9	10	11	12	□	□	■	■	■	■
	Summer	□	□	□	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	□	□	□
High	Winter	■	■	■	■	■	■	■	□	1	2	3	4	5	6	7	8	□	■	■	■	■	■	■	■
	Spring/Autumn	■	■	■	■	■	□	1	2	3	4	5	6	7	8	9	10	11	12	□	■	■	■	■	■
	Summer	■	■	■	□	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	□	■	■	■
Mid	Winter	■	■	■	■	■	■	□	1	2	3	4	5	6	7	8	9	10	□	■	■	■	■	■	■
	Spring/Autumn	■	■	■	■	■	□	1	2	3	4	5	6	7	8	9	10	11	12	□	■	■	■	■	■
	Summer	■	■	■	■	□	1	2	3	4	5	6	7	8	9	10	11	12	13	14	□	■	■	■	■
Low	Winter	■	■	■	■	■	■	1	2	3	4	5	6	7	8	9	10	11	12	■	■	■	■	■	■
	Spring/Autumn	■	■	■	■	■	■	1	2	3	4	5	6	7	8	9	10	11	12	■	■	■	■	■	■
	Summer	■	■	■	■	■	■	1	2	3	4	5	6	7	8	9	10	11	12	■	■	■	■	■	■

While the maritime tradition adheres to a more strict day of six *watches* (first watch from 0000–0400; second watch from 0400–0800, and so on), the Daylight Hours table is designed for use with overland travel. A watch's four-hour time measurement starts at first sunlight, when a day's trek usually begins (see the table's key in sidebar).

Environment Example: *a party treks in eastern Hârn on 18 Peonu. Peonu is in the first row of the table at the top of the sidebar—Spring is the season used in the Weather Roll (step 3). The* Venârivè Climate Zones *map indicates the trek is in a Cool Temperate climate. The date 18 Peonu is in the second half of the month, so the orange colour in the sidebar table means* Summer *is used as the season for determining the daylight hours (step 1.3). Hârn is in the High latitudes, so the party enjoys 16 hours of daylight.*



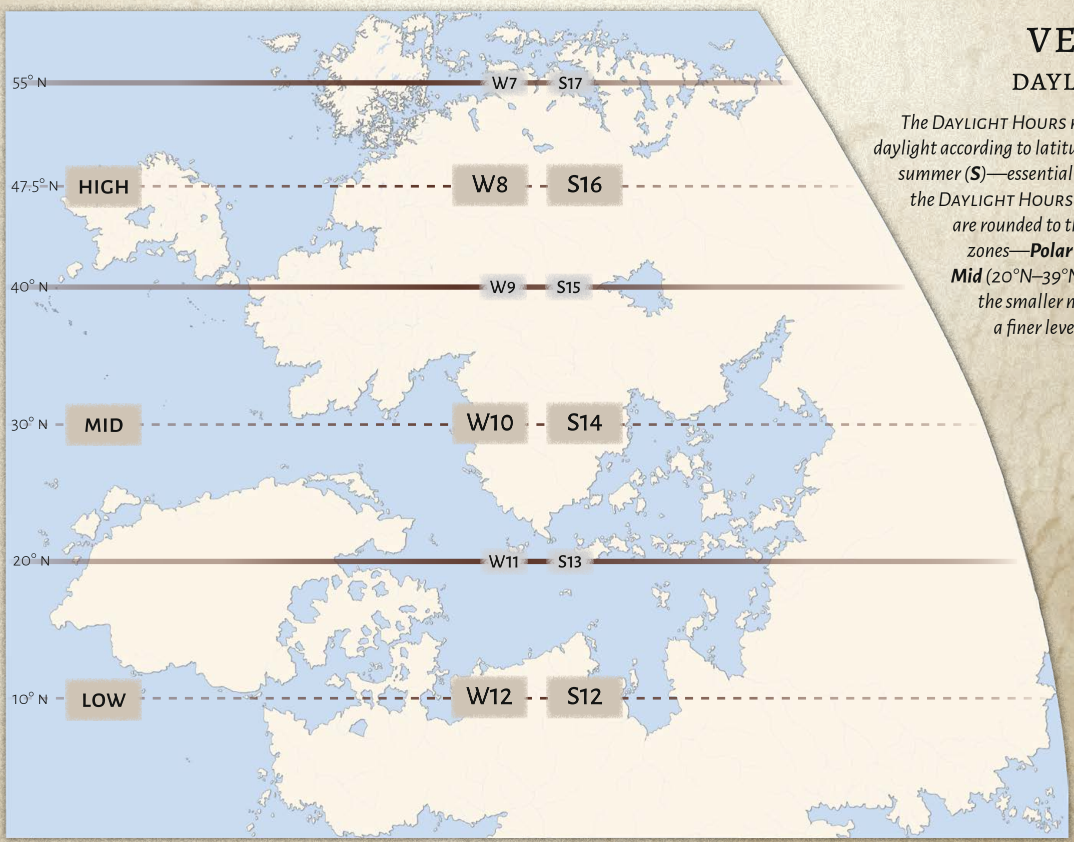


VENÂRIVÈ

CLIMATE ZONES

The Climate Zones *map depicts the boundaries between the six climate zones of Venârivè. There is a seventh—the Polar region—off the north edge. While each zone would express internal variation according to the dominance and proximity of large bodies of water, the Weather Rolls in step 3 does not factor this in. See the* Venârivè *publication for greater distinction, including weather tables on the four-hour watch scale for specific locations.*

SP	Subpolar
CT	Cool Temperate
WT	Warm Temperate
ST	Subtropical
TD	Tropical Dry
TW	Tropical Wet



VENÂRIVÈ

DAYLIGHT HOURS

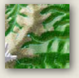
The Daylight Hours *map depicts generally the length of daylight according to latitude and whether it is winter (**W**) or summer (**S**)—essentially the same information as given in the* Daylight Hours *table (page 142). The precise times are rounded to the hour and divided into four broad zones—**Polar** (above 55°N); **High** (40°N–54°N); **Mid** (20°N–39°N); and **Low** (below 20°N). Refer to the smaller numbers in grey boxes to adjudicate a finer level of daylight variation for the given latitudes.*

W	Winter daylight hours
S	Summer daylight hours

TOPOGRAPHY

The elevation of the surrounding landscape is either Flat, Rough (Hilly), or Mountainous.

ROUGH · HILLY
Elevated land more difficult to traverse than rolling hills; includes foothills at the base of mountains.



MOUNTAINOUS
Sharply elevated terrain, difficult to cross, often impassable in winter; can require climbing gear.

TERRAIN

Northwest Venarive is described by the following nine terrain types (for deserts, see page 146 sidebar):

ALPINE VEGETATION
Low scrubby plants; ground usually frozen except in summer. Found between the treeline and snowcap.

CROPLAND · PASTURE
Combination of arable cropland, pasture, woods, settlements, and waste.

GRASSLAND
Prairie and steppes with few or no trees.

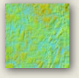
HEATH · MOOR
Sparse low vegetation, often mixed with patches of bog and woodland.

ICE · SNOW · ROCKFIELD
Includes rocky outcrops and cliffs. No growth because of snow or barrenness.

MIXED FOREST
Blend of deciduous and coniferous trees. Ground is well-shaded by canopy.

MIXED WOODLAND · COLD WOODLAND
Blend of deciduous and coniferous trees. Light canopy of 15% to 50% coverage.

NEEDLELEAF FOREST
Conifers. Ground well-shaded by canopy, resulting in sparse undergrowth.

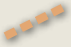


WETLANDS
Marsh, fens, bog, and swamp. Difficult to navigate or cross on foot without extensive local knowledge.

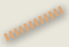
PATHS

Road- and waterways traverse many types of topography and terrain. The following are considered paths:

PAVED ROAD
Usually finished with a gravel surface; might be dressed cobblestone or paving near major cities.



UNPAVED ROAD
A well-travelled, hard-packed, and often rutted dirt road. Becomes muddy with continuous rain.



RURAL TRACK
Narrow dirt track worn from common use; very muddy in hard rains and can even wash away.

WILDERNESS TRAIL
Little-travelled track or game trail; often becomes indiscernible from surrounding terrain in heavy rain.

WATERWAYS
River and stream navigable to low-draught boats. Waterways can make land orienteering easier.

[2] Landscape

Identify the journey's *Topography* and *Terrain* and whether it involves a *Path*. See the sidebar for explanation and map depictions.

[3] Weather Rolls

Generate the weather conditions once every 24 hours with two d10 Weather Rolls—one d10 for *Temperature* and one d10 for *Precipitation*. The two Target Numbers (TN) vary according to Season and Climate:

WEATHER ROLLS

SEASON	SUBPOL		COOL TEMP		WARM TEMP		SUBTROP		DRY TROP		WET TROP	
Spring	⬜ 4	🟦 4	⬜ 2	🟦 4	⬜ −2	🟦 4	·	🟦 3	🟨 9	🟦 3	🟨 9	🟦 5
Summer	⬜ −1	🟦 4	⬜ −2	🟦 4	🟨 10	🟦 3	🟨 10	🟦 4	🟨 7	🟦 3	🟨 7	🟦 5
Autumn	⬜ 2	🟦 4	⬜ 1	🟦 3	⬜ −3	🟦 4	·	🟦 3	🟨 8	🟦 2	🟨 8	🟦 6
Winter	⬜ 7	🟦 6	⬜ 3	🟦 5	⬜ 2	🟦 5	·	🟦 4	🟨 9	🟦 2	🟨 9	🟦 4
NIGHT	−3	·	−2	·	−2	·	−1	·	−4	·	−4	·

[3.1] TEMPERATURE ROLL ⬜🟨

If the d10 roll is *less than or equal to* the TN within a *white* square, then all daylight watches include a Cold Hazard in step 7.3. If the same d10 roll is *greater than or equal to* the TN within a *yellow* square, then all daylight watches include a Heat Hazard in step 7.3.

If there is no TN listed (·) or the d10 roll is between the two TN, then there is no temperature hazard.

LANDSCAPE	ROLL
ROUGH · HILLY	−1
MOUNTAINOUS	−2
ALPINE VEG · ICE	−4

Elevation: reduce the d10 roll if the trek takes place at a higher elevation, such as in a hilly or mountainous landscape (right).

Night-time: reduce the d10 roll by the Night modifier listed in the bottom row of the WEATHER ROLLS table. Check Cold/Heat Hazards for the day and night separately, using the *same* d10 roll.

Deserts: during the Summer season in arid locations (*Azeryan Drylands*, *Beshakan Desert*, *Great Erg*), add 4 to the d10 Temperature roll.

[3.2] PRECIPITATION ROLL 🟦

If the d10 Precipitation roll is *less than or equal to* the TN within a *blue* square, then the day will see some amount of *rain*. If there is also a Cold Hazard from step 3.1, then it will instead be *snow* (if the d10 roll is less than the TN) or *sleet/freezing rain* (if the roll equals the TN).

Deserts: during all seasons, add 2 to the d10 Precipitation roll.

When precipitation is called for, roll a d6 each 4-hour watch throughout the day. If the d6 result is 1, the precipitation is Continuous during the watch, which likely produces a Slow Mode in step 4. If 2 or greater, the precipitation is light or inconsequential and has no effect on movement.

Weather Rolls example: *it is autumn in cool temperate hills. The d10 Temperature roll is 4 against TN1. The –1 elevation modifier reduces the roll to 3 in the* day *(no Cold Hazard), and the –2 night-time modifier reduces it to 1 at* night *(Cold Hazard). The d10 Precipitation roll is 2 against TN3—so, there will be precipitation. A d6 is then rolled every four hours during the twelve hours of daylight—results of 3, 4, and 6 all mean light rain or less. For the night hours, rolls of 2, 4, and 1 mean light snow (2, 4) that turns continuous toward dawn (1).*

[4] Orienteering Roll

Measure the quality of the orienteering for the watch by having the guide make a **Survival Success Value** test. Up to two other characters may offer assistance to the Survival EML (page 60). Then modify the SV result by any of the following cumulative conditions.

Familiarity (+1 SV): if the guide knows the area well (such as a trade route or one close to home).

Foraging (+2 SV): if the party elects to forage for the entire watch in their starting hex, without moving further.

Large Party (–1 SV or more): reduce SV by one for every full 10 people led by the same guide. Thus, 10–19 (–1 SV); 20–29 (–2 SV), and so on.

Night-time (–3 SV): offset this penalty by one for each of the following light sources—torches/lanterns; full moon; after continuous snowfall.

Drover Test (–1 SV if test fails): if the trek includes animals, the drover tests **Riding** (*mounts*) or **Animalcraft** (*pack animals*, *carts*, and *wagons*). Any failure reduces SV by 1; successes have no effect.

SV	SURVIVAL SKILL VALUE TEST
≤0	**LAX AND SLOW**: the party acquires one Lax Mode *and* one Slow Mode.
1–2	**LAX OR SLOW**: the party acquires one Lax Mode *or* one Slow Mode, as selected by the guide.
3–4	**BASE MOVE**: the party moves a number of leagues as indicated in the TREK MOVEMENT table (step 5).
5 ☆1	**ADVANTAGED MOVE**: the party moves a number of leagues as indicated in the TREK MOVEMENT table (step 5). The guide may also select one Trek Mode Advantage for each star result, as explained in the TREK MODES table (sidebar)—Bearing, Foraging, Progress, Stalking (maximum 1), and Vigilance (maximum 1) Mode.
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

Critical Failure: the party faces a Survival Hazard in step 7.2 (page 148).

[4.1] TREK MODES

Identify from the sidebar table the *Trek Modes* that apply. These are advantages chosen by the guide as a result of the Orienteering Roll (SV 5–9+), or disadvantages suffered due to faulty orienteering (SV ≤ 2) or special conditions.

Advantages: the guide spends one star to select each advantage mode. Only one Mode each of Stalking and Vigilance is allowed; Bearing, Foraging, and Progress may each be chosen multiple times.

Disadvantages: the party can only ever suffer one each of Injured, Lax, Loaded, or Wearied Modes, but any number of Slow Modes. Note that Injured, Loaded, and Wearied Modes still apply no matter the result of the Orienteering Roll.

[4.2] ENCUMBERED TREKS

As explained in the sidebar, the party suffers a Loaded Mode when a single member has at least 10 ENC (for folk on foot) or at least 20 ENC (for a droving animal). However, such travellers have the option to cancel the Loaded Mode and *replace* it with 10 extra weariness Fatigue for every full 10 ENC they have (or every 20 ENC for droving animals). The extra fatigue is added to the amount accrued for the watch in step 8 (page 149). This option reflects the ability for those burdened to keep up their regular pace by expending extra energy throughout the watch.

TREK MODES

ADVANTAGES

BEARING: the guide navigates the route accurately. Bearing Modes are required only in certain terrains and conditions, indicated by dot symbols (●) in the TREK MOVEMENT table (page 146).

FORAGING: the guide searches for food or herbs. Each Foraging Mode brings a chance to find them in step 6. Any number of Foraging Modes induce a single Slow Mode if movement is also undertaken.

If the party forages without moving, then the first two Advantage Modes must be Foraging; the remaining can be Foraging, Stalking, or Vigilance.

PROGRESS: the guide leads with more efficient pacing and better pathfinding. Each Progress Mode cancels one Slow Mode. Remaining Progress Modes provide the chance for greater movement in step 5.

STALKING (max.1): the guide travels more stealthily, which allows for Tracking tests to follow prey. Only one Stalking Mode may be selected—but doing so induces one Slow Mode. Resolve tracking in step 6, stealth and surprise in step 7.

VIGILANCE (max. 1): the guide is keenly alert to the environment during the watch's trek. A Vigilance Mode makes springing and avoiding surprise more likely in step 7.

DISADVANTAGES

INJURED (max 1): if any party member suffers a Serious head, torso, or leg injury, then the party acquires one Slow Mode.

Anyone suffering from a Grievous head, torso, or leg injury cannot move at all on their own—they must be conveyed, usually by cart or wagon.

LAX (max. 1): the guide is inattentive for much of the watch. A Lax Mode makes being surprised more likely during an encounter in step 7.

LOADED (max. 1): if any folk-type party member on foot has at least 10 Encumbrance (or a droving animal has at least 20 ENC), then the party halves its final movement rate in step 5.2.

SLOW: the party can acquire one Slow Mode from the Orienteering Roll, plus one from each of the following modes or conditions:

- Foraging Mode
- Injured Mode
- Wearied Mode
- Continuous Precipitation (except for *rain* while on a Paved Road).

WEARIED (max. 1): if any member suffers from at least 20 Fatigue, then the party suffers one Slow Mode. Trekking is not possible for a member suffering from at least 40 Fatigue.

DOUBLE-TIME TREKS

After adjusting for Progress modes, a party with no Slow or Loaded Modes may choose double-time movement. This doubles the LPW but also increases fatigue accrual in step 8 (page 149). Most travellers will gain 5–10 fatigue per *hour* of double-timing.

SHORT TREKS

For treks lasting less than a 4-hour watch, first compute the LPW rate through step 5.2. Then divide the result by the proportional amount actually travelled—by four for one-hour treks, or by two for two-hour treks, etc.

INDIVIDUAL MOVE

The Trekking Routine assumes mid-range individual Move (folk with 40–60; horses, 100–120). The Kuzhai, with lower personal rates, make up for it with more determined gaits. GMs can apply inherent Progress or Slow Modes in special cases (a solo trekker with Move 70 could get a free Progress).

DESERT TERRAIN

Desert treks involve three generalised landscapes with respect to the Trek Movement table.

Flats: stony plains and hard rocky plateaus. Treat as *Flat–Rural Track*. When not an actual marked or obvious path, Flats carry two Bearing Modes (••) that replace the precipitation one.

Dunes: rolling seas of open sand. For folk-sized travellers, walking on such sand requires more energy than on hard ground—increase fatigue accrual by 5. If trekkers accept a Slow Mode, then fatigue accrual remains the same.

Mountains: barren and often steep rocky masses. Treat as *Mountainous–Rockfield*.

MOVEMENT EXAMPLE

A guide with Survival ML77 leads a party of four off trail on foot through Mountainous Cold Woodland in Continuous rain. Two members have 10 ENC, which normally induces a Loaded Mode. However, both characters opt to gain 10 extra fatigue in step 8 in order to cancel the Loaded Mode—they hitch up their packs and soldier on.

The Orienteering test is a CS—a four-star result (SV8). The first advantage is spent to cover the Bearing Mode (•) raised by the off-trail Cold Woodlands. Progress Modes are chosen for the other three advantages, one of which cancels the rain's Slow Mode. Two d10 from the remaining two Progress Modes are then rolled against TN4 (twice the given LPW rate of 2). The first roll is 2 and the second is 4—both successes. However, the LPW rate for the watch's trek increases by only one, to 3 LPW.

[5] Movement

Determine how far the party travels during the watch. Find the Leagues Per Watch (LPW) according to the conveyance and topography/terrain as given in the Trek Movement table, below.

[5.1] PROGRESS & SLOW MODES

Each Progress Mode from step 4 is first spent to cancel one Slow Mode. For each unspent Progress Mode that remains, roll one d10 against a TN equal to *twice* the *Leagues-per-Watch* rate established for the given watch. If at least one d10 roll succeeds, then increase the LPW rate by 1.

After accounting for Progress Modes, each remaining Slow Mode halves cumulatively the LPW rate given in the Trek Movement table.

[5.2] LOADED MODE

After accounting for Progress and Slow Modes, a party with a Loaded Mode must halve the LPW, the final rate for the watch.

TREK MOVEMENT

			LEAGUES PER WATCH (LPW)			
TOPOGRAPHY		TERRAIN	FOOT	MOUNT	CART	WAGON
Flat		Paved Road	5	10	5	5
		Unpaved Road	5	9	5	4
	💧	Rural Track	5	9	4	3
	💧	Wilderness Trail	5	8	3	2
	•	Cropland · Grassland	4	6	2	1
	•	Mixed Woodland	4	6	2	1
	•	Heath · Moor	4	6	0.5	0.5
	•	Needleleaf Forest	4	5	1	0.5
	•	Mixed Forest	3	4	0.5	0.5
	••	Dunes	3	4	0.5	0.5
	••	Wetlands	1	1	·	·
Rough · Hilly		Paved Road	4	9	4	4
		Unpaved Road	4	8	4	3
	💧	Rural Track	4	7	2	1
	💧	Wilderness Trail	4	6	1	0.5
	•	Cropland · Grassland	3	5	1	0.5
	•	Mixed Woodland	3	5	1	0.5
	•	Heath · Moor	3	5	0.5	0.5
	•	Needleleaf Forest	3	3	0.5	·
	•	Mixed Forest	2	2	0.5	·
Mountainous		Paved Road	3	6	3	2
		Unpaved Road	3	6	2	1
	💧	Rural Track	3	5	1	0.5
	💧	Wilderness Trail	3	4	0.5	0
	•	Cold Woodland	2	4	0	0
	•	Alpine Vegetation	2	4	0	0
	•	Needleleaf Forest	2	2	0	0
	•	Ice · Snow · Rockfield	1	2	0	0
	•	Mixed Forest	1	1	0	0

Bearing Mode: to avoid a Direction Hazard in step 7, a guide must select a number of Bearing Modes equal to the dots (•) shown next to the trek's terrain. Those marked by a raindrop-and-dot (💧) require a Bearing Mode only if there is Continuous precipitation (step 3.2).

[6] Wilderness Tasks

In addition to orienteering, guides might be able to undertake other wilderness tasks during the watch, such as *Stalking* and *Foraging*.

[6.1] STALKING

A guide who obtains a Stalking Mode in step 4 quietly leads the party along the route with as much concealment as possible. While this imposes a Slow Mode, a skilful guide can offset it with a Progress Mode.

A Stalking Mode grants the following two benefits for the watch.

Enhanced Surprise: the party has an increased chance to gain surprise during an encounter (step 7).

Tracking: a member of the party may test **Tracking Success Value** to follow quarry and/or conceal the party's own route. Modify the SV result by any of the tracking conditions given in the top sidebar table.

SV	TRACKING SUCCESS VALUE TEST
≤2	NO EFFECT: the tracking fails this watch.
3–4	OBSERVATION: a successful Awareness test by the tracker grants a one-star Spoor (as for SV5, below). The term *spoor* refers to any sign left by prey that enables the tracker to follow, such as visible tracks and prints, marks, broken branches, hair, feathers, faeces, odour, and evidence of kills.
5 ★1	SPOOR: the tracker follows the trail whose spoor is less than or equal to the tracker's resulting star. Typical animal trails have a Spoor rating based largely on their size: 1 (human or bear), 2 (wolf), 3 (fox). Trackers may also dedicate some or all of the earned stars to making themselves harder to follow—to raise the spoor rating of the trail *they* leave.
6 ★2	
7 ★3	
8 ★4	
9+ ★5	

Critical Failure: the party acquires a Bearing Mode next watch in step 4.

[6.2] FORAGING

A guide who obtains Foraging Modes in step 4 leads the party in a search for gathered food and water, or for herbs. In either case, first determine the *foraging conditions* according to Terrain and Season:

FORAGING CONDITIONS

TERRAIN	SPRING	SUMMER	AUTUMN	WINTER
Alpine Vegetation	Poor	Fair	Poor	Trace
Cropland · Pasture	Fair	Good	Excellent	Poor
Desert	Poor	Trace	Trace	Trace
Grassland	Poor	Fair	Fair	Poor
Heath · Moor	Poor	Fair	Fair	Poor
Ice · Snow · Rockfield	Trace	Poor	Trace	Trace
Mixed Forest	Fair	Good	Average	Poor
Mixed · Cold Woodland	Fair	Average	Average	Poor
Needleleaf Forest	Fair	Average	Fair	Poor
Wetlands	——— *same as dominating surrounding terrain* ———			

With foraging conditions noted, the guide dedicates each Foraging Mode separately to either finding *Food and Water* or to gathering *Herbs*. See the Foraging Results section in the sidebar to resolve.

Fishing and Trapping: These are special wilderness tasks that take a longer time or involve special steps to resolve. See the entries in CHAPTER 3: SKILLS—Fishing, page 70; Survival (trapping), page 85.

TRACKING CONDITIONS

CONDITION	MOD	CONDITION	MOD
Contin. snow	+4 sv	Twilight	–1 sv
Contin. rain	–1 sv	Night-time	–3 sv
Large party*	+1 sv	Unpaved Road	–2 sv
Alpine veg.	–1 sv	Paved Road	–4 sv

*Apply the SV-bonus for each full *five* people tracked.

TRACKING EXAMPLE

Nolora acquires a Stalking Mode in step 4 and so is allowed to make a Tracking SV test in step 6 to follow Faldrik and Galmos into the forested mountains. Against ML76, the roll is 41—success and SV7 (three spoors). The two brigands have hidden their tracks with their own Tracking SV5 test, making it a two-spoor trail. With her three-star result, Nolora still easily follows them.

FORAGING RESULTS

For each Foraging Mode, roll a d10 versus the foraging conditions on the FORAGING RESULTS table below. Roll a die for each Foraging Mode, announcing as the roll is made whether it is for food and water or for herbs (for herbs, also announce the type sought—see page 74).

DR	TRACE	POOR	FAIR	AVG.	GOOD	EXCEL.
1–2	NONE	NONE	NONE	0	1	1
3–4	NONE	NONE	0	0	1	1
5–7	NONE	0	1	1	1	2
8–9	0	1	1	2	2	3
10	1	2	2	3	3	4

Food and Water: a result of 1 or more equals both the number of food-days foraged and water-days found. One day's worth of water is found even with a 0 result; a NONE result means neither food nor water was found.

Herbs: herbs are used in the preparation of concoctions. The resulting amount equals the number of doses-worth gathered: 0 or NONE means no herbs were found.

Large parties in need of food and water are better off having as many different trained members make their own Orienteering Rolls in step 4 (page 145) in order to acquire as many separate Foraging Modes as possible.

FORAGING EXAMPLE

In Mixed Forest during spring, Nolora earns a three-star Orienteering Roll. Two are spent on Foraging Modes, and one is spent on a Progress to offset the Slow that was triggered by the Foraging. Two d10 are rolled in the Fair column in search of food and water—a 3 and 7 produce two days of water (from the 0 and 1 results) and one day of food (from the 1).

HAZARD TIMING

The GM may resolve movement and hazards in the given order or customise their occurrence to fit the narrative. For example, it might be more interesting to figure out that the party gets lost (Direction Hazard) before they encounter a beast (Survival Hazard)…

HAZARD TABLES

Roll a Direction Hazard (left) or Survival Hazard (right):

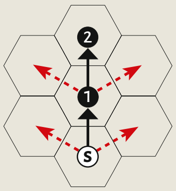
D10	DIRECTION
1–4	Lost Time
5–9	Misdirection
10	Lost

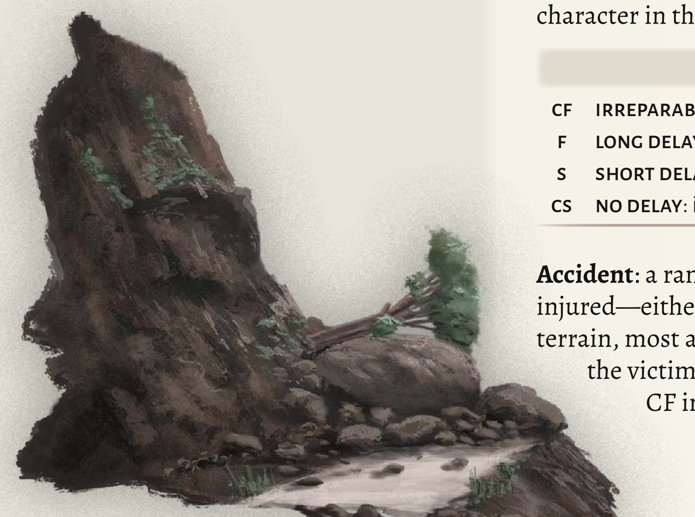
D10	SURVIVAL
1–3	Equipment
4–6	Accident
7–10	Complication

MISDIRECTION RESOLUTION

Note the intended route over the watch hex by hex, and then randomly select one of the hexes. The misdirection takes place before entering this selected hex, either to the left (new die roll is odd) or to the right (even). Each hex entered while Misdirected (but not Lost) allows the guide to make an **Awareness** test to notice the mistake and redirect the party back towards the intended route. Otherwise, the trek continues in the misdirection until such an Awareness test succeeds. Retry once each hex entered, or watch (if stationary).

***Example**: the diagram below shows a party's starting hex (Ⓢ) and the watch's two-hex intended route (❶ and ❷). To determine the Misdirection result, a random roll selects one of these two as the hex the guide fails to enter. Then an odd/even roll indicates whether the misstep takes the party to the left or right (red arrows).*





[7] Hazards

The party must contend with *Direction*, *Survival*, and *Weather* Hazards arising out of the previous steps.

[7.1] DIRECTION HAZARD

For each Bearing Mode deficit from step 5, roll one d10 on the Direction Hazard table (sidebar). Roll each d10 separately but apply the result of only the highest d10 roll.

Lost Time: the guide takes an unnecessarily circuitous route or has to spend extra effort ascertaining the correct one. In either case, significant time is lost—apply one additional Slow Mode to the current watch's movement rate (a spare Progress Mode can offset it).

Misdirection: the guide leads the party off course. See Misdirection Resolution in the sidebar.

Lost: the guide leads the party off course, as for Misdirection. However, the guide does not receive an Awareness test to notice—the party travels in the determined misdirection for the rest of the watch. The guide must earn a special, one-time Bearing Mode to notice the mistake. Otherwise, the party continues in the given misdirection each watch.

[7.2] SURVIVAL HAZARD

If the roll in the Survival Success Value test in step 4 was a Critical Failure—regardless of the resulting SV—then the party faces a Survival Hazard. The GM may devise a unique problem or roll randomly or select from the Survival Hazard table in the sidebar, whose entries are explained below.

Equipment: a significant loss or malfunction of gear hinders the party. This hazard most likely afflicts wagon and cart conveyance but might befall hikers, too. Select something appropriate to the party, categorised below by the skill used to repair the gear item:

Hideworking	wagon or cart harness · cargo strap · waterskin.
Metalcraft	horseshoe.
Textilecraft	rope.
Woodworking	wagon or cart wheel or axle.

If the trekkers cannot or choose not to repair the item, then no time is lost if the equipment can be readily ignored. Some equipment, such as a laden, but broken, wagon, could cause a Slow Mode next watch just to unpack and abandon it. To attempt to fix the equipment, a single character in the party tests the appropriate repair skill:

REPAIR SKILL TEST	
CF	**IRREPARABLE:** next watch spent in failed repairs; item must be abandoned.
F	**LONG DELAY:** item fixed, but it takes the entire next watch.
S	**SHORT DELAY:** item fixed; one Slow Mode gained next watch from repair time.
CS	**NO DELAY:** item quickly fixed; no time lost.

Accident: a randomly determined member of the party might be injured—either a person or animal. While accidents can vary greatly by terrain, most are falls and allow targets an **Agility** test to avoid. If failed, the victim suffers d6+4B impact to a random location (ZD d10). A CF in the Agility test increases the impact by 5.

Complication: the party faces an especially difficult natural impediment along the route. Select a problem appropriate to the terrain, categorised below by the skill or attribute test made to overcome it:

Agility	narrow cliffside track · uneven descent · fording.
Animalcraft	animal panic or foundering.
Climbing	difficult ascent · precarious ruined bridge.
Timbercraft	trail needing clearance.
Swimming	deep or fast stream or river crossing.

The complication could require either testing by every member of the party (*scrambling over a precipitous rockslide*) or by just a single member (*the drover calming agitated pack mules*). The implications of a failed test can widely vary, but a default could be a chance for delay:

	COMPLICATION SKILL TEST
CF	**IRREMEDIABLE:** the rest of the current watch and the entire next watch are spent in failing to overcome problem; guide must change routes.
F	**LONG DELAY:** the rest of the current watch and the entire next watch are spent in successfully overcoming the problem.
S	**SHORT DELAY**: complication overcome, but party acquires one Slow Mode next watch.
CS	**NO DELAY**: complication quickly solved; no time lost.

[7.3] WEATHER HAZARD

The party must now face the Weather Hazards generated in step 3.1.

Cold Hazard: significantly low temperatures during the watch bring the risk of Cold Exposure and Frostbite. Each party member measures this risk by making a Cold Hazard Roll (sidebar). If so exposed, the character then makes an **Endurance (Survival)** test:

	ENDURANCE (SURVIVAL) TEST
CF	Character suffers Cold Exposure and Frostbite (page 185).
F	Character suffers Cold Exposure (page 185).
S	Character gains 5 extra fatigue for the watch (step 8).
CS	No effect.

Heat Hazard: significantly high temperatures bring the risk of Heat Exposure and Sunburn. Each party member measures this risk by making a Heat Hazard Roll (sidebar). If so exposed, the character then makes an **Endurance (Survival)** test:

	ENDURANCE (SURVIVAL) TEST
CF	Character suffers Heat Exposure HR4 and Sunburn (page 185).
F	Character suffers Heat Exposure HR5 (page 185).
S	Character gains 10 extra fatigue for the watch (step 8).
CS	Character gains 5 extra fatigue for the watch (step 8).

[8] Trekking Fatigue

Most travellers accrue only about 5 or 10 weariness fatigue after even eight hours of trekking (as explained below). Thus, there is usually no need to figure a party's weariness watch by watch, given a fresh start each day. Instead, tabulate fatigue only when something noteworthy arises—before a dangerous river crossing or encounter (step 9).

COLD HAZARD ROLL

Characters have a base Cold Hazard AV equal to the lesser of their Area AV or AV4. Gear, shelter, and fire further increase this base:

CONDITION	COLD HAZARD AV
Bedroll, blanket, cloak	+1
Heavy bedroll, padded cloak	+2
Tent	+2
Shallow cave	+3
Fire (see page 121)	+FS

Then roll a separate *d6* against each character's adjusted base AV. If caught unsheltered in Continuous sleet (step 3.2), roll *d10*. A die result that *exceeds* AV forces the character to make an Endurance (Survival) test in step 7.3.

HEAT HAZARD ROLL

Roll a separate *d4* against each party member's Area AV (minimum AV1, even with scant or no clothing). If resting without moving during the watch, roll a *d6*. With shaded rest, roll a *d10*. Being native to a Subtropical or Tropical Climate increases these die-sizes to d6, d8, d12, respectively. If the die result is *less than or equal to* the AV, then the character must test Endurance (Survival) in step 7.3.

RATIONS

A lack of food or water greatly affects trekking efficiency. In early stages, starvation and thirst each inflict 5 or 10 weakness fatigue, which can induce a Wearied Mode (page 145). At the later, serious stages, they likely prevent movement altogether. See Malnutrition (page 186).

TREKKING FATIGUE EXAMPLE

The party of four from the example in the page 146 sidebar are trekking through mountainous cold woodland in continuous rain. Two members opt to accrue 10 extra fatigue to avoid a Loaded Mode. The group manage 3 LPW in the first day's watch, and then rest for an entire watch midday. The continuous rain ceases and the group also manages 3 LPW in the third watch, at the end of which they are ambushed.

Each of the two watches of foot trekking brings 5 fatigue (15 for the two Encumbered members), reduced by 5 from the mid-day's rest. At the moment of ambush, two characters face 5 weariness (5 – 5 + 5), while the two Encumbered characters face 25 (15 – 5 + 15). However, each receives an END SR for each trekking watch, a success of which reduces fatigue by 5. All four characters succeed on one SR, so, when the attack occurs, the first two have 0 weariness fatigue, and the two Encumbered characters have 20. If they survive the battle, these latter two will acquire a Wearied Mode should they choose to continue hiking (page 145 sidebar).

At that important moment, calculate each character's accrued fatigue according to how many watches they have travelled that day and by what conveyance. Include any of the following applicable factors:

Trekking inflicts 5 weariness fatigue per watch of walking—an END SR success reduces the accrual by 5. Riders or vehicle drivers suffer 5 weariness fatigue per watch but receive a +2 bonus to the END SR.

Encumbered trekkers on foot who ignored their Loaded Mode disadvantage for the watch gain 10 *extra* weariness fatigue for every full 10 ENC they have (or for every full 20 ENC if droving animals).

Double Time movement inflicts 10 weariness fatigue each *hour* rather than each watch. Each hour allows an END SR to reduce accrual by 5. The drovers of animals undertaking Double Time movement suffer 5 weariness fatigue each hour, with the same END SR allowed.

Weather Hazards might increase all noted fatigue accruals by 5 or 10 each watch (see step 7.3).

FATIGUE RECOVERY

Resting for one watch (four hours) removes 5 weariness fatigue. Characters may benefit from resting once per 24 hours.

Sleeping for two watches (eight hours) removes 15 weariness fatigue. Characters may benefit from sleeping once per 24 hours.

[9] Encounter

The party might confront a creature or other travelling party. GMs can insert a *planned* plot twist, or check for one *randomly* by making a special d10 roll against a Target Number (TN) based upon the party's environ and whether the time is day (daylight/twilight) or night (night-time):

RANDOM ENCOUNTER CHECK (D10 ROLL)

ENVIRON	DAY	NIGHT	DESCRIPTION
Highway	TN2	TN1	on path connecting Rural environs
Rural	TN4	TN1	farmland, pasture, villages
Wilderness	TN1	TN1*	on or off path in remote nature
Underworld	TN9	TN9	subterranean caves or ruins

*Roll only once every two watches (8 hours).

A successful d10 roll signifies an encounter at some point during the watch. The GM selects the challenge level, such as number of creatures and aggressiveness. For campaigns set in Cool and Warm Temperate zones of northwest Venarive, refer to the encounter section and sample tables in Chapter 8: Campaign (pages 406–409).

SURPRISE

For an encounter between potentially hostile foes—whether beast or folk—take the following steps to determine if one party surprises the other.

[1] Watchfulness: note each party as Lax, Normal, or Alert.

Lax: the party suffered a Lax Mode this watch.

Normal: the party has no Lax, Stalking, or Vigilance Mode.

Alert: the party earned a Stalking or Vigilance Mode.

- Unless asleep, beasts are always Alert (in Stalking or Vigilance Mode, as appropriate to habit).
- Riding or droving parties reduce the designation by one level: Alert to Normal; Normal to Lax; Lax remains Lax.

[2] Surprise: compare the watchfulness of the two parties:

WATCHFULNESS	LAX	NORMAL	ALERT
Lax	Opposed	Unopposed	Automatic
Normal	Unopposed	Opposed	Unopposed
Alert	Automatic	Unopposed	Opposed

The comparison gives three ways to determine surprise.

Automatic: the Alert party automatically achieves surprise.

Unopposed: the more watchful party's guide makes an unopposed test. If successful, this party achieves surprise. The skill test varies according to watchfulness and Mode:

If Alert in Stalking Mode → Stealth test
If Alert in Vigilance Mode → Awareness test
If Normal → Awareness test

Opposed: the guides of each party make an opposed test using the skill as determined for Unopposed (Stealth or Awareness). The party of the guide who succeeds and gets a higher success level, if either, achieves surprise.

[3] Decision: the party achieving surprise decides what to do: ambush, parlay, observe, or leave.

Alertness: ambushed parties usually begin *confused*, but if Lax or sleeping, they are *unaware*. If neither party achieves surprise, then both parties are *aware* (with tied successes) or *confused* (with tied failures or unopposed failure). See Action Limits (page 158) for term definitions.

[4] Encounter Distance: for the distance in feet that *sighted* awareness takes place during the day, roll d4 and multiply the result by an amount according to the terrain:

AWARENESS DISTANCE

TERRAIN	FT	TERRAIN	FT
Alpine Vegetation	200	Ice · Snow · Rockfield	300
Cropland · Pasture	250	Mixed Forest	50
Dunes	100	Mixed Woodland	100
Grassland	250	Needleleaf Forest	100
Heath · Moor	250	Wetlands	150

Twilight: halve the above daylight distance.

Night-time: independent of the target's own light source, a bright moon quarters the distance; a quarter moon reduces it to one tenth; a dark moon, to one-twentieth (page 142).

Hearing: Forests and Woodlands multiply sighting Awareness distance by d10 for determining hearing Awareness distance.

Seafaring

Journeys of great distance often involve sailing. Due to the current state of vessel design and navigation technique, Kethiran shipmasters usually remain within sight of shore and limit seafaring to a handful of days. The following *Voyage Routine* allows for a quick assessment of common ventures, such as trips between Hârn and the Lythian mainland or excursions among Karejian islands.

CREW

First, compute, select, or randomly generate on the table below a special group *Seafaring ML*. This equals the average of all the crew's individual Seamanship skills plus the Secondary Modifier of the navigator's Pilot skill.

SEAFARING ML

D100	ML
01–05	49 + d10
06–35	59 + d10
36–80	69 + d10
81–95	79 + d10
96–00	89 + d10

The results of the Seafaring ML table assume an individual Pilot ML70. When a specific Pilot skill is used instead (such as a PC's), adjust the generated ML by plus or minus five for each Pilot Index above or below 7, respectively.

VESSELS

Next, identify the vessel from the selection given in the table below. Ships are grouped geographically: those that predominate in the North (the Sea of Ivae and Gulf of Eder); or in the South (the Venarian Sea and tropics). See Chapter 4: Possessions (page 123) for more details.

THE NORTH

VESSEL	SIZ	HUL	SKP	END
Dak	4	5	1	60
Karúnè	5	6	2	60
Nívik	3	2	0	15
Vaserskab	3	3	0	3

THE SOUTH

VESSEL	SIZ	HUL	SKP	END
Karvik	4	3	1	15
Larú	3	2	0	1
Larú-mar	5	4	1	30
Raém	4	4	2	20

Size (SIZ): an index of displacement volume (also called gross burthen), roughly the cube root of a hundredth the product of length, beam, and depth (in feet).

Hull (HUL): a composite index that combines volume of displacement and quality of construction.

Seakeeping (SKP): how well the vessel mitigates high seas; factors include freeboard and the number of masts.

Endurance (END): the number of days of food and water carried given a full outfitting. For reasons of safety, the largest seagoing vessels in this epoch routinely limit voyages to a couple of weeks, so the 30 to 60 day onset of scurvy is usually not an issue. Longships like the Vaserskab and Laru have little space for provisions given their huge rowing crews—they usually beach or seek haven daily.

VOYAGE ROUTINE

With crew and vessel established, take the following steps to conduct a sea voyage:

[1] Environment .... page 151
[2] Weather Rose .... page 152
[3] Sailing Roll .... page 152
[4] Storm Run .... page 152
[5] Movement .... page 152

Scale: one turn through the Voyage Routine equals *one day*. One 'hex' (or space) of movement covers *25 leagues* (100 kilometres). This distance is also the length of one Atlas Square in Kelestia Production's mapping system.

Encounters: GMs may include pre-planned maritime encounters with vessels or beasts, or may check for them randomly by making two special d10 rolls against TN3. Each successful d10 roll signifies one encounter at some point during the day. It might be helpful first to complete steps 1 through 5 before selecting the precise time they occur. Refer to the encounter section and the Maritime Encounter table (pages 406–407) for additional detail.

[1] Environment

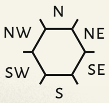
Describe the general environment by Season, Body of water, and Course. These might not change day to day.

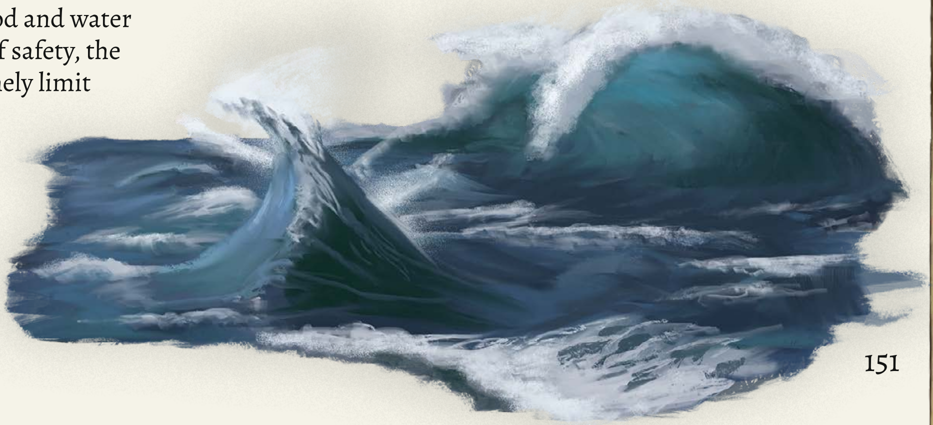
Season: identify the season, as discussed in the Trekking Routine (page 142)—spring, summer, autumn, or winter.

Body: the Voyage Routine distinguishes three large bodies of water in Venarive—the North, the Venarian Sea, and the Tropics. Identify the journey's body by its shade of blue on the Venârivè Seafaring map on page 152.

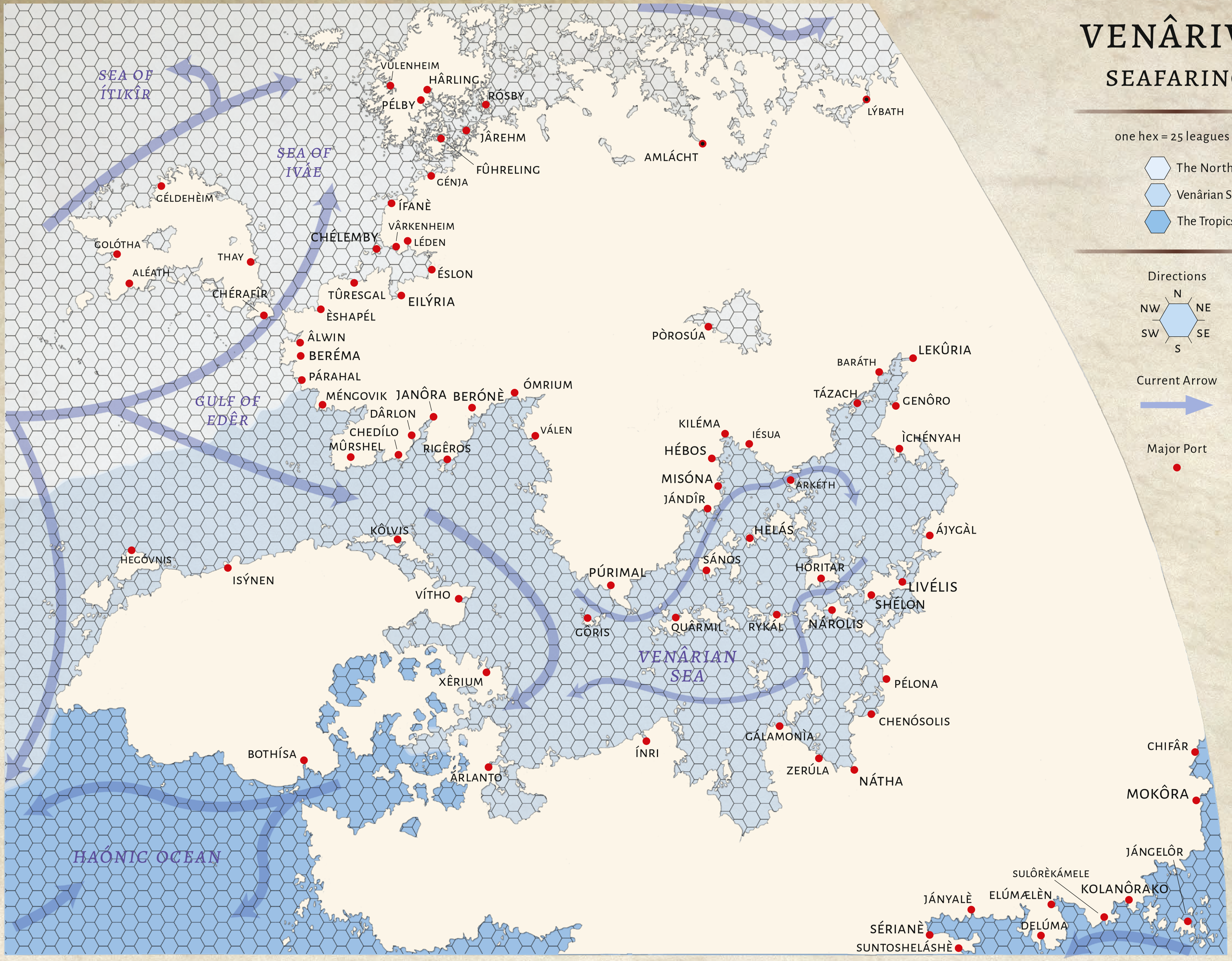
Next, decide whether the vessel will select a course along a *Coast* (within the same hex as land) or in the open *Sea* (one or more hexes from land). Coastal routes allow vessels to avoid dangerous storms; the open sea leaves them vulnerable.

Course: select the direction the vessel sails according to six hexsides (see diagram). This does not strictly represent a straight line but a likely series of back-and-forth direction changes in response to the day's winds. The scale of the 25-league spaces simply conceals the exact course.



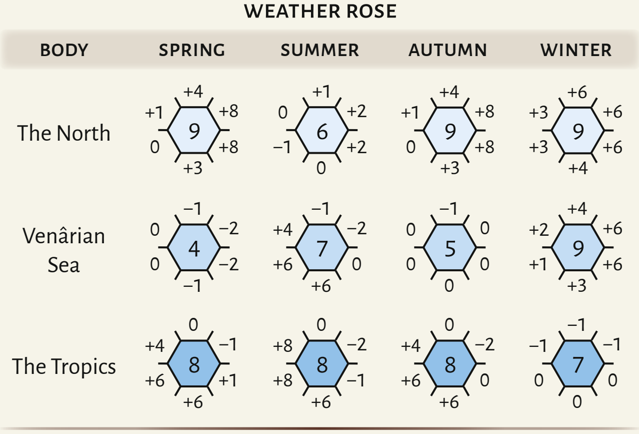


VENÂRIVÈ
SEAFARING


one hex = 25 leagues
The North
Venârian Sea
The Tropics
Directions
N
NE
SE
S
SW
NW
Current Arrow
Major Port
SEA OF ÍTIKÎR
SEA OF IVÂE
GULF OF EDÊR
VENÂRIAN SEA
HAÓNIC OCEAN
VÛLENHEIM
HÂRLING
PÉLBY
RÓSBY
JÂREHM
FÛHRELING
GÉNJA
ÍFANÈ
VÂRKENHEIM
LÉDEN
CHÉLEMBY
ÉSLON
TÛRESGAL
EILÝRIA
ÈSHAPÉL
ÂLWIN
BERÉMA
PÁRAHAL
MÉNGOVIK
JANÔRA
BERÓNÈ
ÓMRIUM
DÂRLON
CHEDÍLO
MÛRSHEL
RIGÊROS
VÁLEN
GÉLDEHÈIM
GOLÓTHA
THAY
ALÉATH
CHÉRAFÎR
AMLÁCHT
LÝBATH
PÒROSÚA
BARÁTH
LEKÛRIA
TÁZACH
GENÔRO
ÌCHÉNYAH
KILÉMA
IÉSUA
HÉBOS
MISÓNA
JÁNDÎR
ARKÉTH
ÁJYGÀL
HELÁS
KÔLVIS
HEGÓVNIS
ISÝNEN
PÚRIMAL
SÁNOS
HÓRITAR
LIVÉLIS
SHÉLON
VÍTHO
GÒRIS
QUÂRMIL
RYKÁL
NÁROLIS
XÊRIUM
PÉLONA
CHENÓSOLIS
GÁLAMONÌA
BOTHÍSA
ÍNRI
ÁRLANTO
ZERÚLA
NÁTHA
CHIFÂR
MOKÔRA
JÁNGELÔR
SULÔRÈKÁMELE
KOLANÔRAKO
JÁNYALÈ
ELÚMÆLÈN
DELÚMA
SÉRIANÈ
SUNTOSHELÁSHÈ

[2] Weather Rose

Determine the Weather Rose for the day according to the Body and Season that were established in step 1.



Wind Modifier: around the rose's perimeter, identify the modifier that corresponds to the sailing Course chosen in step 1. This applies to the d20 Sailing Roll in step 3.

Storm Index: the number in the middle of the rose is the Target Number (TN) used in a Storm Check, if one is called for in step 3.

[3] Sailing Roll

Roll d20. A natural 5, 10, 15, or 20 means a Storm Check occurs. If there is no Storm Check, then proceed to step 5 and apply this *same* d20 Sailing Roll result to Movement.

Storm Check: make two d10 rolls against the Storm Index TN from step 2. If *either* fail, then no true storm arises—merely intermittent gusts or ominous clouds that do not impede the vessel. Proceed to Movement (step 5).

If *both* succeed, a storm arises with a **Storm Severity** equal to the lower d10 result. If in a Coast hex. the vessel may find *Safe Haven* by anchoring in sheltered waters; it avoids the storm but does not move for the day (return to step 1). Vessels in a Coast hex that decline Safe Haven, or Vessels in a Sea hex, must make a *Storm Run* (step 4).

[4] Storm Run

In a Storm Run, the ship drops sails and 'runs before the storm', letting itself be carried along with the wind and waves. Make a **Seafaring Success Value** test.

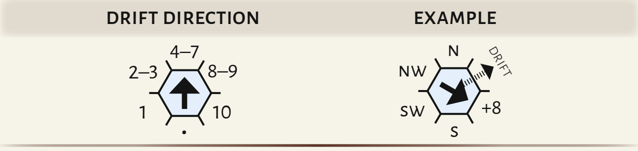
Flooding (FL): subtract the vessel's SKP and the stars of the Seafaring SV test (0–5) from the Storm Severity. A positive remainder equals the amount of Flooding (FL) accrued. If FL *equals at least half* HUL, the vessel suffers a –10 penalty to Sailing Rolls. If FL *equals* HUL, the vessel can no longer move under its own power (but may drift). If FL *exceeds* HUL, it sinks in d6 hours. Starting the next day, crews can choose to bail one FL per day in exchange for not moving.

Critical Failure: if the Seafaring SV test included a CF, roll two dice of a size equal to Storm Severity. If *both* results exceed SIZ, then the vessel capsizes from a breaking wave.

***Example:** facing a Storm Severity 6, a Dak makes a Seafaring SV test against ML74. A roll of 95 generates SV5 (a one-star storm run). Having SKP1, the vessel suffers FL4 (Storm 6 – SKP1 – 1 Star). A –10 penalty now applies to d20 Sailing Rolls (FL4 ≥ half HUL5). The CF also induces two d6 rolls against its SIZ4: a 3 and 6 mean it does not capsize since only the 6 exceeded its SIZ.*

STORM DRIFT

Line up the Drift Direction diagram so that the arrow points towards the highest Wind Modifier from the day's Weather Rose in step 2. Randomly select one among several equally highest Wind Modifiers. With the arrow aligned, roll a d10. If Storm Severity *exceeds* vessel SIZ, the vessel drifts one hex in the direction the result indicates in the diagram. If storm Severity does *not* exceed vessel SIZ, the vessel may either *accept* the same drift, or not move at all (from lost and regained headway, for example).



***Example:** a Dak in the waters of the North sails south (S) during autumn when it faces and survives a Storm Severity 6. Because 6 exceeds its SIZ4, the vessel drifts. The Weather Rose in step 2 has +8 for both the NE and SE; a random roll selects the SE. The d10 direction roll is 3—the Dak drifts one hex NE (above right).*

Grounding: if storm drift carries a vessel into land, then reduce HUL by d8. A new **Seafaring** test lessens the d8 roll by 1 (S) or 2 (CS), down to a minimum 0. If HUL is reduced to 0 or less, then the vessel wrecks on or near the shore.

After adjudicating Storm Drift, return to step 1.

[5] Movement

The vessel moves the number of hexes given in the first column of the Sailing Roll table below that corresponds to the d20 Sailing Roll result (step 3) *with* both the Wind modifier (step 2) and Flooding modifier (step 4) included.

SAILING ROLL + WIND MODIFIER

MOV	DAK	KARUN	KARV	LARU	LAR-M	NIVIK	RAEM	VASER
0	≤ 3	≤ 1	≤ 0	≤ 0	≤ 0	≤ 2	≤ 0	≤ 2
1	4–16	2–15	1–16	1–15	1–16	3–13	1–17	3–8
2	17+	16+	17+	16+	17+	14+	18+	9–23
3	·	·	·	·	·	·	·	24+

The path of movement is in the direction chosen in step 1 but may include 'turns' of up to one hexside to stay reasonably on the intended course.

Current Arrow: a vessel that crosses, or ends on top of or within one hex of, a Current Arrow is shifted one hex in the current's direction if a d10 roll succeeds against TN5.

Return to step 1 for the next day's seafaring.

Gateways

A gateway is a type of energy force that transfers an entity from one point in the physical world to another point. For beings, it is thought that gateways transport the Aura-connection to the body, removing the anchor at the starting point and then instantaneously reforming it at the destination, where the body reappears. Two gateway types known to folklore are *Barasi Points* and *Godstones*.

Barási Points

Named after the mage who studied them centuries ago, Barasi Points link naturally occurring channels between worlds. He described three types of such 'filaments':

Fixed: the starting and ending points are currently anchored to a spot in a physical landscape. Fixed Barasi Points are the only type that remain stable enough for Kethiran esotericists to manipulate directly.

Semi-fixed: one end of the filament remains in place but the other end is loose. Seemingly only the Earthmasters have been able to harness and guide Semi-fixed Barasi Points, and only from the fixed end (see Godstones, below).

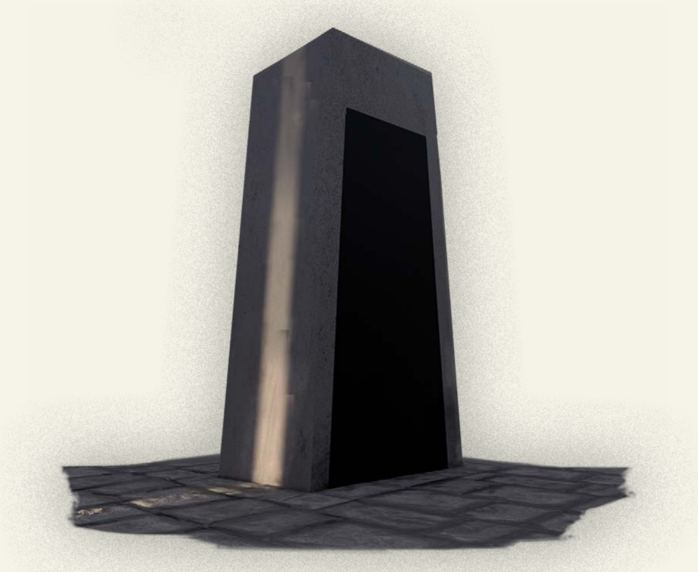
Unfixed: both ends are unanchored, undetectable by any means known on Kethira. Some filaments become briefly and intermittently anchored at one end long enough for folk chancing upon them to suffer sudden transferral.

Barasi Points are invisible in the physical world, and only *fixed* ones can be detected with the **Survey** spell (page 254); or both detected and employed with the **Transference** talent (page 264). Mages cast the **Gate** spell (page 252) to 'hijack' an anchored end to force the filament to seek out a terminus projected by the caster.

Godstones

Immobile grey monoliths scattered throughout much of Kethira, Godstones are the most indelible objects supposedly left by the ancient Earthmasters. Made of a seemingly indestructible material scholars call *pseudostone*, they can transfer beings to other locations or other worlds. Barasi theorised Godstones consisted of a multitude of fixed and semi-fixed Barasi Points that the Earthmasters 'bundled' together in a stable nexus of the edifice.

When a Godstone is dormant (closed), all of it appears completely grey; when active (open), the centre section on one side turns utterly black. A living entity may freely pass through an open Godstone and immediately appear at the destination. Up to *half Spirit ML pounds* of carried or worn clothing and gear will accompany the traveller—excess objects are left behind (this is the rule of Consonance, page 209). For this calculation, minor artefacts and major artefacts with Ego volition are considered objects ('gear'). Major artefacts with Will volition have their own Aura and thus calculate their own Consonance separately.



Interaction: the GM may allow characters unfamiliar with Godstones to test **Folklore**, with any Esoterica Group skill designated as a Secondary Modifier (often Spirit). Success means the character knows how to interact with the structure—whether open or closed—through a *Godstone Operation Roll*. There are five Godstone operations, but one must first successfully *concur* before trying the others:

GODSTONE OPERATIONS

CONCUR	While touching the Godstone, the character establishes concurrence, which then lasts until the character steps through the Godstone, ceases touching it, or fails one of the other operation rolls.
CLOSE	A concurred character closes an open Godstone.
OPEN	A concurred character opens a closed Godstone.
READ	A concurred character learns the Godstone's destination (no matter whether it is open or closed). For locations never visited, characters glean simply a visual description (no actual world or place names).
SET	A concurred character sets an open Godstone's destination. Refer to the GATEWAY DESTINATION MODIFIERS table and text (page 155) for information. • An operation CF also means the Godstone closes and sets to a random destination (page 155). • An operation F also means the Godstone closes.

Each operation requires the character to test **Spirit** as a 1-turn action. Each attempt is potentially fatiguing:

GODSTONE OPERATION ROLL

	SPIRIT ML TEST	FATIGUE
CF	Godstone operation fails; character suffers d3 Aural Shock (page 190); retry allowed upon recovery.	15
F	Godstone operation fails; retry allowed.	10
S	Godstone operation succeeds.	5
CS	Godstone operation succeeds.	0

Fatigue accrues as windedness (page 176 sidebar).

Godstone Settings

Barasi speculated that Godstones are a bundle of many fixed and semi-fixed filaments. The GM may roll on the following tables to determine a Godstone's characteristics.

[1] Status: a Godstone may be closed; or open to another Godstone or non-Godstone location.

D100	STATUS	FILAMENT TYPE
01–35	Closed	Fixed
36–75	Open to Godstone	Fixed
76–00	Open to Location (open space)	Semi-fixed

[2] Destination: determine the destination world of a Godstone by rolling d100 on the column corresponding to the world it resides on, such as KETH, for Kethira.

GATEWAY DESTINATION

	RESIDING WORLD					
DESTINATION	BLES	KETH	MIDG	SHER	TERR	YASH
Blessed Realm	01–39	01–09	01–34	01	01	01
Kèthîra	40–59	10–49	35–44	02–39	02–78	02–71
Lósenor	60	50	45	40	79	72
Midgaad	61–96	51–64	46–96	41	80–88	73–74
Sherém	97	65–74	97	42–96	89	75–78
Terra	98	75–79	98	97	90–98	79
Yàsháin	99	80–99	99	98–99	99	80–99
Other world	00	00	00	00	00	00

When characters attempt the *Set* Godstone Operation, modify the test according to the residing world and the intended destination, and the other factors listed below.

GATEWAY DESTINATION MODIFIERS

	RESIDING WORLD					
DESTINATION	BLES	KETH	MIDG	SHER	TERR	YASH
Blessed Realm	0	−20	−10	−40	−40	−40
Kèthîra	−20	0	−20	−10	−10	−10
Lósenor	−40	−40	−40	−40	−40	−40
Midgaad	−10	−20	0	−40	−20	−40
Sherém	−40	−20	−40	0	−40	−30
Terra	−40	−30	−40	−40	0	−30
Yàsháin	−40	−20	−40	−30	−40	0
Other world	−50	−50	−50	−50	−50	−50

Transference: setters receive their Transference Index as a bonus.

Creativity: setters must include their Creativity Secondary Modifier.

Open Space: −20 penalty if the destination is not a Godstone.

Experience: −20 penalty if the setter has never visited the destination location in the physical world or sensed its corresponding astral locale (page 293) in the spirit world.

If Spirit EML is reduced to 0 or less, then the character is incapable of even attempting the given Operation roll.

[3] Kèthîran Destination: determine the destination of a Godstone on Kethira by rolling d100. The resulting Godstone is shown on the Venârivè Godstones map on page 156 (the great majority of them on Kethira seem to be concentrated here). Use the special number-letter ID in the third column below to help locate it on the map.

KÈTHÎRAN GODSTONES

D100	DESTINATION	ID
01–04	Anísha	2A
05–08	Ázadmêre	2A
09–12	Bejíst	2A
13–16	Chérafîr	2A
17–18	Chiâfra	5E
19–22	Dínibôr	2B
23–24	Dívcheran	2B
25–26	Êrdar	3E
27–30	Elkáll-Anùz	2A
31–32	Gedân	2A
33–34	Hârhakeim	1B
35–38	Hedégu	2B
39–40	Hléjis	2B
41–44	Imêrùva	2B
45–46	Íljânes	2C
47–50	Kiráz	2A

D100	DESTINATION	ID
51–52	Kóndasgel	1B
53–54	Kôrkorum	1B
55–58	Léios	4D
59–62	Marúchom	1B
63–64	Mizúna	3B
65–68	Pesíno	2A
69–72	Rídow	2A
73–76	Télumâr	2A
77–80	Tésien	2A
81–84	Úlaia	5A
85–88	Xêrtu	3B
89–90	Xmíen	5A
91–94	Xyrýam	1B
95–96	Yaélarhondè	2E
97–00	*Other Godstone on Kèthîra*	

METAMORPHOSIS

When characters use a Godstone to travel between worlds, their bodies rematerialise in a form that allows them to survive and function in the new environment—perhaps in a radically different guise than on their home world. Godstones seem to possess an intelligence that accurately perceives these necessities. For instance, a character appearing on an 'air world' might take form as a flying creature or perhaps even as an air elemental.

On the other hand, such metamorphoses can also curtail some powers. Mages travelling to worlds weaker in magic than Kethira find their arcane abilities concomitantly reduced, if not entirely eliminated. This applies to items and technology, as well—magic swords and firearms very likely do not both function on the same world in the same epoch.

GODSTONE OPERATION EXAMPLE

Elben stands before a Godstone that he understands to be open—its centre is utterly black. He touches it and attempts to concur. Against Spirit ML70, the roll is 37—Success (5 fatigue). Pressed for time, he immediately attempts to set its destination for the familiar alley behind his home in Cherafir. The Spirit test is against EML45 (70 – 5 fatigue + 0 CRE Secondary Modifier – 20 open space destination on Kethira). The roll is 41—Success. He then steps through and arrives in the alley with a total 10 windedness fatigue.

VENÂRIVÈ

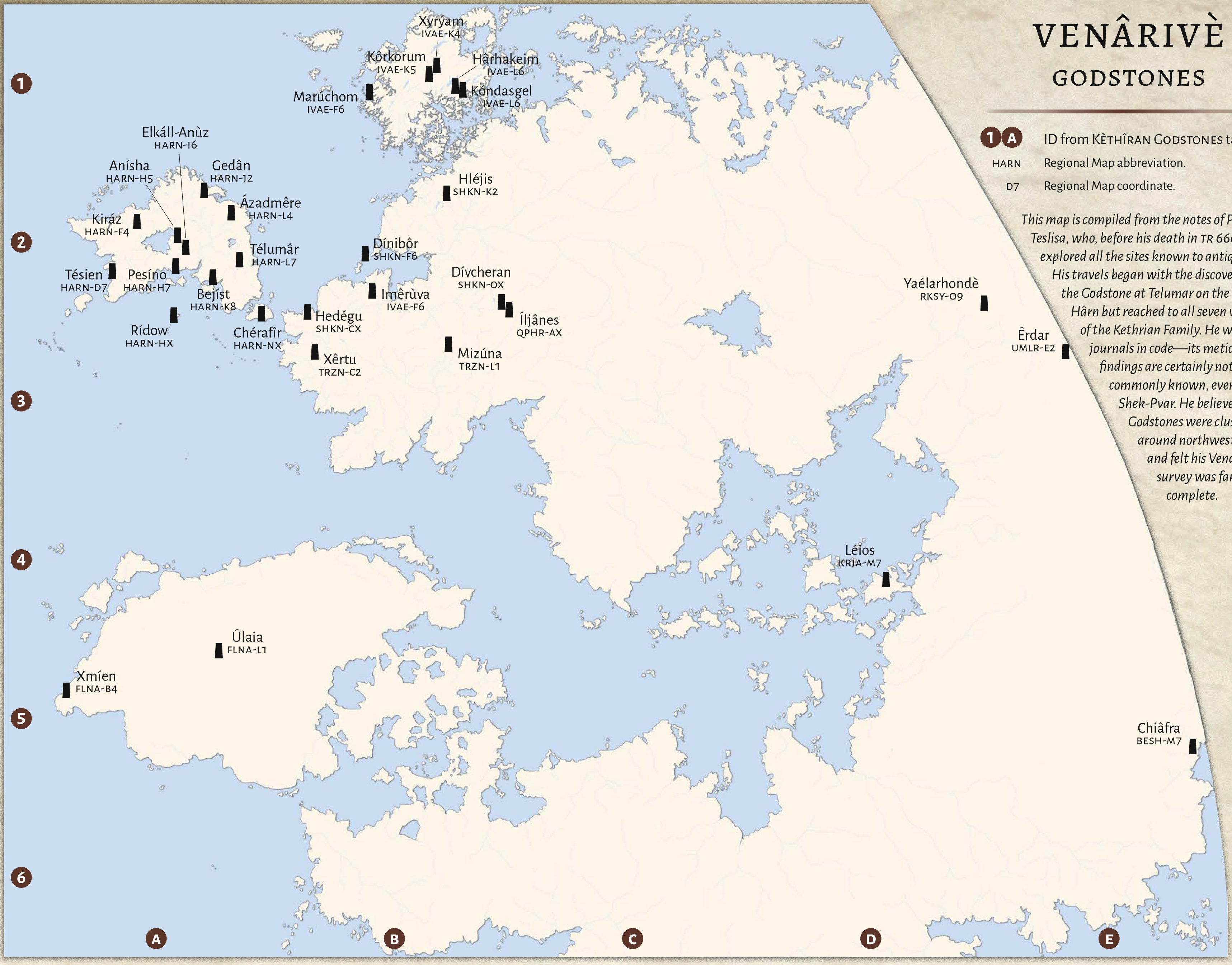
GODSTONES

1 A ID from KÈTHÎRAN GODSTONES table.

HARN Regional Map abbreviation.

D7 Regional Map coordinate.

This map is compiled from the notes of Pymel al Teslisa, who, before his death in TR *666, had explored all the sites known to antiquity. His travels began with the discovery of the Godstone at Telumar on the island of Hârn but reached to all seven worlds of the Kethrian Family. He wrote his journals in code—its meticulous findings are certainly not commonly known, even among Shek-Pvar. He believed that Godstones were clustered around northwest Lythia and felt his Venarian survey was far from complete.*


Xyryam IVAE-K4
Kôrkorum IVAE-K5
Hârhakeim IVAE-L6
Kondasgel IVAE-L6
Marúchom IVAE-F6
Elkáll-Anùz HARN-I6
Anísha HARN-H5
Gedân HARN-J2
Ázadmêre HARN-L4
Kiráz HARN-F4
Télumâr HARN-L7
Tésien HARN-D7
Pesíno HARN-H7
Bejíst HARN-K8
Rídow HARN-HX
Chérafîr HARN-NX
Hléjis SHKN-K2
Dínibôr SHKN-F6
Imêrùva IVAE-F6
Hedégu SHKN-CX
Xêrtu TRZN-C2
Dívcheran SHKN-OX
Íljânes QPHR-AX
Mizúna TRZN-L1
Yaélarhondè RKSY-O9
Êrdar UMLR-E2
Léios KRJA-M7
Úlaia FLNA-L1
Xmíen FLNA-B4
Chiâfra BESH-M7
1
2
3
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5
6
A
B
C
D
E

COMBAT

Adventures in the world of Kethira can lead to combat. Political conflict might involve assassination, border raids, and the outright invasion of kingdoms and realms. Overland travel in many places includes the menace of brigands and roving bands of mercenaries. Sea and river voyages risk piracy and wreckers. Most dangerously, exploration into the world's remote corners often exposes characters to strange beasts and esoteric horror.

ROLEPLAYING COMBAT

When resolving combat, the GM vividly describes the environment of the battle, and the players report their character's actions within it. The open-ended Star approach to skill tests allows characters to perform special feats as spontaneously chosen by the players. Instead of narrowly defined combat abilities ('*Mighty Blow*'), the flexible system itself manifests the character's unique attacks and manoeuvres as narrated by the players.

MAPS & MINIATURES

Combats can be fought without the use of a formal map, especially those conflicts involving just a couple of participants. However, the rules also readily lend themselves to hobby miniatures and game boards.

Melee

The melee rules make personal armed conflict quite consequential. Injuries accrue realistically—a single well-aimed blow can suddenly incapacitate a character, and those who die usually do so from bleeding. While cinema and fiction seem to exaggerate depictions of bravery, it is a simple fact that some folk perform quite exceptionally in response to violent threat. Fighting spirit alone very often distinguishes the victorious from the vanquished.

MELEE ROUTINE

The Melee Routine most easily resolves small conflicts between up to about ten individuals. While it is called 'melee', the routine covers missiles, mounts, and esoteric actions. Morale also plays an important role.

One melee round represents about five seconds in the world. During each *round*, every character receives a *turn*. The GM and players may wish to narrate a character's action first and use the rules to express this description second. The game sequence should help manifest the unfolding drama rather than ploddingly constrain it.

The GM's first task is to establish and recount for the players the melee's environment. How far away are combatants? What is the terrain? Are there any special details that might affect actions, such as rain or darkness? After this general nature is established, the melee proceeds in rounds consisting of these five steps:

[1] Alertness	page 158
[2] Initiative	page 159
[3] Engagement	page 159
[4] Actions	page 160
[5] Morale	page 162

Scale: one *round* lasts five seconds. Distances are measured in feet but often referred to in five-foot increments called *spaces*. Groups using game maps can represent a space according to their preference—a hex, a square, or even an inch on tabletop terrain.

ENCOUNTER DISTANCE

The surrounding environment likely dictates how close opponents are at the start of combat. Skulking in the shadow of an alley puts characters within literal striking distance of passing targets; attacking a camp amid a sparse forest leaves a longer approach. For help establishing this distance, GMs can refer to the Awareness Distance table (page 150).

MELEE OVERVIEW

The melee rules involve several abstractions to help determine the outcome of armed conflict. Here are the basic concepts:

Rounds are a 5-second time period. Each participant has one *turn* each round.

Alertness describes how mindful characters are of the enemy—*aware*, *confused*, or *unaware*.

Initiative measures combat reaction and resolve. The Initiative skill determines how readily characters act and how strongly they maintain fighting spirit.

Engagement identifies which participants are within melee reach of each other.

Actions define what combatants may do and how long they take (*action time*). Characters have a range of *action choices—attack*, *charge*, *evade*, *grope*, *incant*, *move*, and *pass*. Actions have risks and may result in *mishaps*. Sometimes characters earn *tactical advantages* that augment their successes.

Morale has a significant impact on combat. While players may choose to roleplay some of its effects on PCs, morale rules are crucial to the realistic depiction of non-player characters and creatures. Fights rarely persist to the last standing combatant—most are decided sooner by individual nerve and group cohesion.

Sequences set out the steps involved in resolving common actions, and include *missile sequence*, *melee sequence*, and *injury sequence*. Important combat rules are found in the details of these sequences—players should review them carefully (see the highlighted sections starting on page 163).

Special melee rules are explained after the above sequences. This section details *Tactical Advantages (TA)*, being *prone*, *mounted combat*, and several other cases. A detailed combat example begins on page 173.

THE DEFENCE ROLL

HârnMaster routinely has combatants make a defence test when targeted by an attack. This can lead to dynamic melee situations, with defenders able not only to deny blows but perhaps to earn special actions for movement or even striking their assailants. Being outnumbered can prove especially dangerous, as the defender's chance for success is reduced against all attackers. Even worse, not being able to defend at all exposes characters to almost certain injury. In this light, the rules in step 1 (Alertness) dictate a crucial aspect of combat—how prepared characters are to defend themselves at the outset.

[1] Alertness

Characters are in one of three states of alertness with regard to others: *aware*, *confused*, or *unaware*. The GM can often simply assign such states according to the situation and common sense.

- *A city guard rounds a corner and sees the cutpurse he was chasing. She spots the guard, too, and so they are both* aware *of each other.*
- *A city guard suspects the cutpurse to be in the room beyond. He bursts in, himself* aware *but leaving her* confused *by the sudden entry.*
- *The cutpurse draws a hidden knife and lunges at the city guard who stands facing the other way. Her attack catches the guard* unaware.

SURPRISE ROLL

If alertness is not so clear-cut, the parties make Awareness or Stealth tests to determine if one has surprised the other. The skills tested depend on the action of those involved. Observing requires *Awareness*—usually of vision, but sometimes of hearing and, rarely, smell. Sneaking or hiding uses *Stealth*.

Opposed: when both parties are concertedly observing or sneaking, the tests are opposed. The character who achieves a higher success level is *aware*. The loser is *confused*, or *unaware* if losing by two or more steps.

Opposed Ties: both parties start the encounter *aware* (with tied successes) or *confused* (tied failures).

Unopposed: not all situations require an opposed test. Perhaps a PC is well hidden and fully aware of approaching foes. Only these latter, unsuspecting foes test Awareness when the concealed PC starts to act. An Awareness CF leaves them *unaware* at the fateful moment; a Failure, simply *confused*. A Success means they are *aware*, while a CS alerts the approaching foes even before the hidden PC acts.

Trekking Ambush: the Trekking Routine includes steps for determining the surprise status of entire groups of characters (page 150). Ambushed parties usually begin *confused*, or *unaware* if lax or sleeping.

ACTION LIMITS

Confused and unaware characters are limited in the defences and actions they may initially take. Several terms discussed in the table below are explained more fully in later steps of the Melee Routine.

AWARE	Characters may choose any defence, take actions on their turn in order of Initiative Rank, and earn Tactical Advantages.
CONFUSED	Characters in defence may only Block with readied weapons or Dodge, but may not earn Tactical Advantages. On their turn they must Pass and at the end of it make a *Reaction Roll* (step 2). Failure means they remain Confused (they Pass and retest each turn). Success means they are aware and may start to take actions.
UNAWARE	Characters in defence must Ignore melee attacks and may take no actions. Once alerted (such as after being attacked), they immediately make a *Reaction Roll* to become Confused (F or CF) or Aware (S or CS). **Helpless characters** (unconscious, sleeping, bound): melee attacks against them are automatically a CS versus Ignore (page 166).

[2] Initiative

In addition to effective weapon-use and proper physical fitness, the ability to channel natural fear into action and maintain composure separates professional warriors from the rabble. Coping with this mental stress in combat is measured by the Initiative skill.

INITIATIVE RANK

Combatants are ordered from highest to lowest Initiative ML *(not EML)*—this is called their *Initiative Rank* (IR). Characters with a higher IR take their turn before those with a lower IR.

When the two battling sides begin far apart, the GM might resolve initial moves and missile attacks simultaneously, only switching to the Initiative Rank order when the combatants are within about 100 feet.

INITIATIVE TEST

Combatants have to test Initiative during a fight in two situations.

Reaction Roll: sometimes characters test Initiative *EML* after being confused, unaware, helpless, or after a Rally Roll (page 162). A Reaction Roll is made at the end of the character's next turn. If the Initiative test is successful, the combatant may act normally, selecting any defence and able to take actions on their next turn. On a failure, their condition continues, with the Reaction Roll repeated next turn.

Morale Roll: once involved in a fight, combatants might have to test Initiative *EML* to measure their resolve to continue (page 162).

[3] Engagement

Most fights start with opponents at a distance from each other, include an exchange of missiles, and then end with a charge to engage in melee.

ENGAGEMENT ZONE

Combatants exude an Engagement Zone (EZ) in feet equal to the Reach (RCH) of their longest readied weapon or 5 feet, whichever is greater. RCH equals a weapon's Length (0–9) plus the wielder's REACH modifier (CREATURE SIZE table, page 401). Being in a foe's EZ is described as being *engaged* by that foe. Depending on RCH, one combatant in an opposing pair might be in the other's EZ, but not vice versa.

Threat: combatants who are *aware* of foes in their EZ, and whose weapon reach is not impeded to them, may choose to *threaten* the foes. It requires no action and is simply announced whenever pertinent. Enemies must cease movement upon entering the EZ of a combatant who can and elects to threaten them.

Combatants must be threatened to be the target of a melee strike. Targets facing more than one threatening foe suffer an Outnumbered Penalty to their defence tests (Melee Sequence, step 3, page 165).

Reach Effect: RCH also determines which combatant suffers a penalty to strikes in opposed Melee tests from having a shorter readied weapon. This is called Reach Effect. When In Close, the Reach Effect inverts—a longer Reach is instead penalised (page 171 sidebar).

UNENGAGING

Threatened characters may leave a foe's EZ at the start of their turn. There is no 'disengage action', but such characters must stop upon entering a new EZ of an opponent who can and elects to threaten them.

INITIATIVE RANK TIES

If several combatants share the same IR, then higher Awareness *EML* breaks the ties. If still tied, PCs act before NPCs, with players deciding the order among tied PCs, and the GM deciding the order among tied NPCs.

SPIRIT WORLD INITIATIVE

Entities inhabiting the spirit world—or not having an Initiative skill—use Spirit ML to determine Initiative Rank. In the astralscape, use Empathy EML as the tiebreak.

INITIATIVE REACTION ROLL

A sudden clash between two parties—even when aware of each other—can prove stressful enough to muddle immediate, focused action. To reflect this tension, the GM could choose to have all aware combatants start off Confused. They each then make a *Reaction Roll* at the start of their first turn, remaining Confused until they succeed (retest once each turn). This option could even apply to ambushers from cover, whose individual members must steel themselves to act at the moment of attack.

ENGAGED AWARENESS

Characters must be aware of targets in order to threaten them. Confused, unaware, and helpless characters exude neither an Engagement Zone nor Reach Effect.

Certain conditions, such as being incapacitated or catatonic, make characters unaware of all opponents. Often characters are aware of some opponents but not of others, such as when one is suddenly engaged from behind. If in doubt, have characters make an **Awareness** test to determine who they notice.

ENGAGEMENT ZONE SPACES

If employing game maps and miniatures, convert Reach to the following five foot spaces when determining Engagement Zone:

REACH	ENGAGE ZONE	ATTACK EXAMPLES
0–7	1 space	punch, broadsword
8–12	2 spaces	lance, old dragon bite
13–17	3 spaces	Hru wielding a spear

Example*: a combatant wielding a dagger (RCH3) is one space (5 feet) away from a foe wielding a spear (RCH7). Both are in each other's EZ and both elect to threaten the other. The Reach Effect 4 currently favours the spear wielder; if the engagement becomes In Close, this switches to the one with the dagger.*

ACTION TIME EXAMPLE

On IR42 Faldrik begins to span a crossbow using a belt & hook device (page 108), an action that takes two rounds of concentration. The spanning starts on IR42 of the first round, continues through IR42 of the second, and does not end until just before IR42 of the third round. Throughout this action Faldrik must maintain concentration and IGNORE *attacks unless the spanning is abandoned. On IR42 of the third round, he loads the crossbow with a bolt from his arrow bag, a one-round action that also requires his concentration. On IR42 of the fourth round, he shoots as a 1-turn action.*

ENCUMBRANCE

Armour and gear can result in Encumbrance (ENC). It is offset by Strength modifier, which itself is improved by 15 when mounted. This modified ENC affects characters in two ways.

Manoeuvres: ENC applies as a penalty to Move, Agility tests, and to skill tests with Agility in the Skill Base.

Personal Fatigue (PF): ENC modifies Personal Fatigue, which equals ENC + 5. Some actions induce a set amount of fatigue; some instead measure accrual by PF (page 176 sidebar).

***Example**: a character with Move 55 and ENC10 has accrued 5 fatigue (Strength modifier has already been applied to ENC). Effective Move equals 40 feet (55 – 10 – 5 = 40). This gives the character a 20-foot half Move; 40-foot full Move; and 80-foot double Move. The character has –5 penalty to all actions from fatigue; but a –15 to Agility-based tests (which includes the ENC10). Personal Fatigue equals 15.*

[4] Actions

Each round, character turns are resolved in order of Initiative Rank (IR), highest to lowest. During their turn, characters take one action.

ACTION TIME

All tasks are described by an Action Time—essentially how long they take to perform:

FREE	The endeavour happens so quickly or readily that it can be taken *before* a 1-turn action on the character's IR (see page 161 examples).
1-TURN	The action *starts and ends* on the IR in the same round. The character may defend against attacks throughout the ensuing round.
1+ ROUND	The action *starts* on the character's IR but is not completed on the same turn. The character must maintain *concentration* (page 182) for the given number of rounds, during which they do not exude an EZ (page 159) and must IGNORE attacks unless they abandon the action.

MOVEMENT

All combatants have a Move, as calculated on page 56. It can then be reduced by encumbrance, fatigue, and applicable impairment:

EFFECTIVE MOVE = MOVE – ENCUMBRANCE – FATIGUE – IMPAIRMENT

Effective Move equals how many feet the combatant may go when taking the Move action. If Move is reduced to below 5, combatants fall prone and cannot move on their own until it is raised to at least 5. Some trauma, such as Grievous injury or paralysis, renders creatures immobile regardless of effective Move. Action Choices on page 161 are described in terms of whether they concurrently allow a half, full, or double Move:

HALF MOVE	Character may go up to half effective Move (round down to the nearest five or zero). This represents stealthy walking for the entire round; or a quick burst coupled with another action on the same turn, such as a charging attack.
FULL MOVE	Character may go up to effective Move. Personal Fatigue is accrued every 5 *minutes* (END SR success reduces this amount by 5).
DOUBLE MOVE	Character may go up to double effective Move ('sprinting'). This movement must be in a generally straight direction, or it induces a Stumble roll (page 161 sidebar). Character accrues Personal Fatigue each *round* (END SR success reduces this amount by 5).

Difficult Movement: many situations hamper movement—thick undergrowth, uneven ground, crowded rooms, being stunned. This is called *Difficult Movement*, where each foot of movement costs double—and several different sources of it compound.

For example, a character with Move 50 goes 25 feet in a half Move; but if over uneven ground, only 10 feet (rounded down to nearest five or zero); and if also stunned, only 5 feet. With miniatures, movement is often noted in 5-foot spaces. The above character has Move 10 in spaces, but Move 5/2/1 spaces under the same three respective conditions.

ACTION CHOICES

Conscious characters select one Action on their turn. The most common are listed below—the GM may allow for other actions according to unique circumstances and player inventiveness.

ATTACK	Characters select an action using the *Missile Sequence* (page 163) or *Melee Sequence* (page 165). Missile actions can vary in time; Melee Attacks are 1-turn actions. **Barge**: characters who after their Melee Attack are unthreatened may take a half Move as Difficult Movement (page 160), but they must stop upon entering a threatening foe's Engagement Zone.
CHARGE	As a 1-turn action, characters who are unthreatened at the start of their turn may take a half Move and either: 1) make a Thrown Attack using the *Missile Sequence* if still unthreatened; or 2) make a Melee Attack using the *Melee Sequence* against an engaged target.
EVADE	As a 1-turn action, characters who are not stunned move at least 10 feet or up to half Move, stopping upon entering a threatening foe's EZ. For one round thereafter, all missile attacks against them have a penalty equal to five times their Effective Dodge Index. Evaders may not make MELEE STRIKES, but can mitigate Area Attacks (page 166).
GROPE	The character does something requiring the hands. Gropes can be 1-turn actions (*pick up an object; unsling a shield*) or 1-round actions (*reload an arrow from a quiver; search a backpack*). Most Gropes succeed automatically, but some might require a test (see Fumble in sidebar).
INCANT	The character casts a spell or invokes a talent. Incanting action Time varies by spell or talent; spell- or talent*fire* is always a 1-turn action.
MOVE	As a 1-turn action, the character goes up to double Move. Moving characters must stop upon entering a threatening foe's Engagement Zone (while they literally might not 'stop', their turn simply ends).
PASS	As a 1-turn action, the character does nothing except remain aware (observe) and defend.

FREE ACTIONS

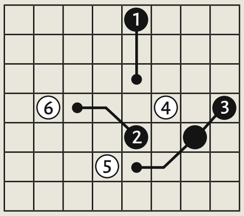
On their IR characters are allowed one free action *before* a 1-turn action, but not after, and not with a 1-round or longer action. Taking a second free action requires itself a 1-turn action. Here are some examples:

- Draw a weapon from a sheath or tucked under a belt.
- Retrieve a vial from a pocket; grab an arrow stuck in the ground.
- Open an unlocked door or trunk.
- Command allies; intimidate foes.
- Take a five-foot move, even within an EZ. This cannot be combined before the movement of a Charge, Evade, or Move action.

❶ begins its turn unthreatened and uses the CHARGE action to move ten feet and attack enemy 4, who survives.

❷ begins its turn threatened and uses the MOVE action to go in the given path, but must stop upon entering the Engagement Zone of threatening enemy 6.

❸ takes a five-foot step, uses the ATTACK action to strike and incapacitate enemy 4, and then uses a Barge to make a ten-foot difficult half Move to engage enemy 5.



Combatants have 1-space RCH.

READIED ACTIONS

Characters who select a 1-turn Attack, Grope, or Move action on their IR may **ready** it to take place on a later IR. The instant the moment arises when they wish to act, they resolve the action, even interrupting another character's action. Characters may only go up to a half Move with a readied Move action. Actions with a 1-round or greater Time may not be readied.

After the readied action is resolved, characters who were interrupted complete their turn. The readied character now has the IR when the 1-turn action took place, usually right before those they interrupted.

Readied Action Example*: on IR60 Faldrik stands next to an open door and readies a 1-turn melee attack. On IR50 Galmos enters his Engagement Zone, and Faldrik immediately makes an attack. The GM rules that Galmos must test Awareness to determine his surprise—he succeeds and so may defend normally. Faldrik resolves the attack. If Galmos survives, he completes the rest of his action. Next round, Faldrik acts on IR50, before Galmos.*

Crossbows: *aware* archers with a loaded crossbow at the *start* of combat may shoot first, in order of IR, before the regular IR sequence.

MISHAPS

Characters sometimes face unexpected misfortune called mishaps. When called for by the rules or simply by the GM, the character makes a test according to the type of mishap—either a fumble or a stumble.

Fumble: make a **DEX** test to avoid dropping an item. Characters can later pick the item up as a 1-turn Grope action. If threatened, they must also successfully test **Melee** to complete the Grope action (failure means their turn ends).

Stumble: make an **AGL** test to avoid falling down. Characters may stand with a Move action at the cost of *ten feet* of movement. See page 171 for the effects of being prone.

Characters may avoid mishaps by testing Legerdemain or Acrobatics in place of DEX or AGL, respectively. Recovery from failed mishaps remains the same. For creatures without DEX, or for actions that do not employ it, a fumble becomes a stumble. For those without legs to fall 'prone', a failed stumble requires creatures to Pass on their next turn.

Combat Mishaps: usually rolling a CF in a Melee or Missile test induces a fumble (CF0) or stumble (CF5) roll. If a condition reduces a test's Success Level from a Failure (F) to a Critical Failure (CF), then an even-numbered units die calls for a fumble roll and an odd-numbered units die means a stumble roll.

VANQUISHED

Combatants are considered vanquished when at least one of these conditions applies to them:

CATATONIC
SURRENDERED
TERRIFIED
ROUTED
WITHDRAWING
INCAPACITATED
UNCONSCIOUS
KILLED

Combatants suffering trauma that prevents movement or aggressive actions are also considered vanquished. The GM decides when such 'incapacitation' applies, but it includes paralysis, entanglement, and various esoteric effects (such as sleep or enthralment). Grievous injuries to the head, torso, and legs can also be vanquishing because of the loss of function (see Injury Effect, page 170). Being disarmed against armed foes is likely vanquishing.

Group Cohesion Example: *ten allies each make a Morale Roll when they know five allies are vanquished (leaving five); another Morale Roll when* three *more allies are vanquished (leaving two); and another when* one *more is lost (leaving one).*

ACTION FATIGUE

Combatants usually suffer Personal Fatigue every *5 minutes* of full Moves, melee, and missile fighting (an END SR reduces accrual by 5). Double moving causes fatigue per *round*.

During constant, intense fights involving multiple defence rolls every round, the GM can lower this period to every *12 rounds* (minute). Moreover, characters with PF10 or higher can accrue half of it after *6 rounds*, and the rest after 12 rounds, when the END SR is made.

RALLY ROLL

A Rally Roll is a test of **Command (Initiative)** that affects all routed and withdrawing allies within clearly discernible earshot who understand the commander. If perception is in doubt, the routed and withdrawing allies must first successfully test **Awareness**.

COMMAND (INITIATIVE) TEST	
CF	**UNRESPONSIVE:** affected allies will not respond to any Rally Rolls for five minutes.
F	**UNRESPONSIVE:** affected allies will not respond to any Rally Rolls for one minute.
S	**REACTION ROLL**: at the end of their next turn, affected allies make a **Reaction Roll** (page 159). If successful, they become STEADY. If failed, they keep moving and may remake the Reaction Roll at the end of each turn.
CS	**STEADY**: affected allies are no longer routed or withdrawing; they may take actions.

[5] Morale

For most combatants fighting spirit collapses before their body does. Gamers can decide whether to simply roleplay the impact of PC morale, but the following rules should apply to NPCs. Some creatures can even induce fear and penalise Morale Rolls—see Aberrance (page 187).

MORALE TRIGGERS

Certain situations trigger a Morale Roll. No matter the IR, combatants immediately make a Morale Roll for each situation that triggers it for them, making successive tests from several triggers if required.

Impairment: suffering a Serious or Grievous injury triggers a Morale Roll. The combatant makes the test after the accompanying Shock Roll and after fully recovering from any associated Shock State (page 169).

Group cohesion: realising at least half your remaining allies have been *vanquished* triggers a Morale Roll. This could be a lessening threshold crossed several times throughout a fight (see Vanquished in sidebar).

Special: other situations can be triggers, such as seeing a leader vanquished or becoming greatly outnumbered. Being disarmed against armed foes is usually triggering (if not outright vanquishing). Some special triggers might be distinct to one particular side in the battle at hand: *when the gate is breached*; *when the rally flag of Larani is captured*.

MORALE ROLL

A Morale Roll is a test of **Initiative**. The effect applies immediately.

Aberrance: when facing creatures with Aberrance, apply a penalty equal to 5 times the ABE score (see page 401 for more discussion).

MORALE ROLL

INITIATIVE TEST	
CF0	**CATATONIC:** character suffers two Psyche Stress levels (PSY2) and is unaware, unable to move, act, or defend. The character makes a **Reaction Roll** (page 159) at the end of every turn thereafter, and, when successful, becomes aware and starts fleeing in the manner as for ROUTED (below).
CF5	**ROUTED:** character suffers one Psyche Stress level (PSY1) and selects the Move action each turn to flee combat at a full Move. If fleeing is not possible, the character Passes and surrenders if threatened. Once out of the enemy's LOS and safe from attack, the character makes a **Reaction Roll** (page 159) every five minutes thereafter, and, when successful, becomes STEADY.
F	**WITHDRAWING:** character selects the Move action each turn to retreat from combat at a half Move or higher rate; or Passes if movement not possible. Once unthreatened, the character makes a **Reaction Roll** (page 159) every one minute thereafter, and, when successful, becomes STEADY.
S	**STEADY**: character may take any action.
CS	**BRAVE**: character may take any action and receives a +20 bonus to all Morale and Fear Rolls for five minutes.

Combatants who fail a Morale Roll can be triggered to make another one, but they only suffer at any moment the most severe state (the entry most near the top of the table). GMs can modify results according to individual motives, such as *desperate defenders ignore* WITHDRAWING.

RALLY ROLL

Once as a free action at the start of their turn, characters who are not vanquished may attempt a Rally Roll in order to inspire and steady ROUTED and WITHDRAWING allies whom they are aware of (see sidebar).

MISSILE SEQUENCE

① MISSILE ACTIONS

With each missile Attack Option, characters select a specific action according to weapon type.

MISSILE ACTIONS

WEAPON	ACTION	MOVEMENT	TIME	DEFENCE
BOW · SLING	LOAD	NONE	1 ROUND	IGNORE
	AIM (BOW)	NONE	1 ROUND	IGNORE
	SHOOT	HALF MOVE	1 TURN	ANY
CROSSBOW	SPAN	NONE	1+ ROUNDS	IGNORE
	LOAD	NONE	1 ROUND	IGNORE
	AIM	NONE	1 ROUND	IGNORE
	SHOOT	HALF MOVE	1 TURN	ANY
THROWN	AIM	NONE	1 ROUND	IGNORE
	THROW	NONE	1 TURN	ANY
	CHARGE	HALF MOVE	1 TURN	ANY

ACTION	**AIM (BOW)**: the aim action with a bow is allowed only if Pull exceeds Draw by at least 75 (see Draw entry, page 108). **CHARGE**: character may make a Thrown weapon attack at a target at least five feet away after the Charge movement. **LOAD**: assumes arrows or bolts are in a *quiver* or *arrow bag*; or sling stones are in a *belt pouch*. If projectiles are in hand, or readily accessible nearby, then load time is a free action (some situations might require a successful DEX or Missile test, archer's choice, to make it a free action). **SPAN**: by hand, the time is 1 round. Using a mechanical spanner takes 2, 4, or 8 rounds (page 108). After spanning, loading a bolt requires the separate Load action.
MOVEMENT	**HALF MOVE**: a shooter suffers the Shooter Moving penalty in step 3, whether movement is before or after the shot.
DEFENCE	Actions that induce the Ignore defence may be abandoned by aware combatants in order to defend normally.

② MISSILE RANGE

The range to the target determines whether the missile attack has a nearly straight (*Direct*) or high arcing (*Volley*) trajectory.

MISSILE RANGE

ATTACK TYPE	RANGE	MODIFIER	ZD	IMPACT	CHARGE	AREA
DIRECT PB	BR×½	+10	d6	+2	+3	·
DIRECT	BR×1	·	d8	0	+1	·
VOLLEY 2	BR×2	·	d10	−2	−2	15'D
VOLLEY 3	BR×3	−20	d10	−3	−3	15'D
VOLLEY 4	BR×4	−40	d10	−4	·	15'D

RANGE	The attack is the type that corresponds to the shortest multiple of BR greater than or equal to the range to target.
MODIFIER	Bonus or penalty to the missile attack test.
ZD	The Zone Die used in the Location Roll (page 167). At Direct Point Blank (PB) range, thrown weapons use the ZD given in the THROWN WEAPON table (page 110).
IMPACT	The modifier to Strike Impact according to range.
CHARGE	Thrown weapon attacks after at least a 20-ft Charge action have the indicated impact modifier and increase the range of Volley attacks (see Charging Throw, page 110).
AREA	The 15-foot diameter aimed for in a Volley attack.

Overhead Restriction: using any missile weapon with an overhead under ten feet prohibits Volley ranges; and bows and crossbows (only) have a −20 penalty at the Direct range (not PB) if it is under five feet.

③ MISSILE TEST

To resolve the test, consider target movement and missile skill.

TARGET MOVEMENT

The target of a missile test is considered *still*, *moving*, or *evading*. Here are some examples to help the GM adjudicate this status:

Still: shooting a missile weapon; standing guard; casting a spell; moving stealthily or walking (half Move).

Moving: charging (half Move); running (up to double Move).

Evading: actively fighting in melee; performing the Evade action.

MISSILE SKILL

The ML used in the missile attack varies according to weapon type:

Bow	Archery ML
Crossbow	Archery ML or EML equal to Archery SB×3
Sling	Slings ML
Thrown object or weapon	Throwing ML

Apply situational modifiers to the test EML:

SITUATION	MODIFIER
Still Target	0
Moving Target	–10 penalty
Evading Target	Effective Dodge Index × 5 penalty (page 79)
Moving Shooter	–10 penalty (does not apply to throwers)
Thrown Weapon/Object	Heft penalty (page 98 and 110)
Thrown Object	–10 penalty (–20 penalty if oblong)
Crosswind (Direct)	–10 penalty per Windforce (2–4)
Crosswind (Volley)	–20 penalty per Windforce (1–4)
Trauma	Fatigue penalty and applicable Impairment
Aim	+10 bonus if took Aim action previous round
Point Blank Range	+10 bonus
Massive Target (TAR2+)	+5 bonus per TAR (Direct and Direct PB only)

Precipitation: if kept dry, bows and crossbows are not affected by rain over the short course of typical one- or two-minute skirmishes. For longer periods, or if the GM deems equipment wet, simply halve their Base Range (BR) characteristic.

MISSILE ATTACK RESOLUTION

Resolve the test according to whether it is a *Direct* or *Volley* attack (next page); or a lobbed 'grenade' (page 110).

Spoiled Attack: if missile attackers have a final adjusted EML of –40 or worse, then the attack is spoiled, and the minimum EML05 test roll is not allowed. Depending on the source of such penalties, either no attack takes place (the action is wasted), or the attack occurs but automatically fails (roll against EML05 to check for CF).

DIRECT MISSILE ATTACK

The attacker makes a missile attack at a *single target*.

Zone Die: attackers use the Zone Die (ZD) according to range, as determined in step 2 (page 163).

Zone Aim: the shooter then chooses which Zone Number (ZN) on the target's Body Location table to aim for with the ZD. The ZD result begins on this number and counts up. Thus, the roll of a d6 ZD aimed at ZN3 starts the count at ZN3 and ends at ZN8 (3 → 4 → 5 → 6 → 7 → 8); a roll of 4 would result in a ZN6 strike. See step 1 of the Injury Sequence (page 167) for more details about Zone Aim.

Resolve the test according to whether the target is *Still* or *Moving/Evading*, as defined in Missile step 3. Attackers earn the indicated victory stars from this unopposed test:

	STILL		MOVING/EVADING
CF	MISHAP	CF	MISHAP
F	MISS	F	MISS
S	☆S ✪	S	☆S
CS	☆S ✪ ☆	CS	☆S ☆
⓿	FUMBLE	⓿	FUMBLE
❺	STUMBLE	❺	STUMBLE

DIRECT MISSILE RESULTS SUMMARY

⓿ ❺ **MISHAP** the attacker makes a Fumble Roll on a CF0 result; or a Stumble Roll on a CF5 (page 161). The attack does not take place.

MISS the attack misses the target. If the EML was greater than 05, the attack might strike a nearby target. Count how many other targets are within *five feet* of the intended one. For large creatures, use their Target (TAR) rating (page 352) in this calculation. The total is the *target count*.

ROLL D20 & D10. If the d20 result is less than or equal to the target count, then a nearby creature is hit. The d20 roll itself can be used to indicate the precise target hit among several.

Resolve the strike using the Injury Sequence (page 167). Use a d10 ZD or a die whose size equals the target's number of body zones, if larger. Adjust the base impact by range (step 2); if the d10 rolled with the d20 is a 5 or 0, add the projectile's Impact TA bonus.

☆S **STRIKE** the attack hits the target with the weapon's base impact, adjusted by Missile Range. Go to Injury Sequence (page 167).

✪ **PRECISION** successful attacks against Still targets automatically receive a Precision Tactical Advantage (see below).

☆ **TACTICAL ADVANTAGE (TA)** for each TA, the attacker selects one of the two special effects. Each step beyond CS grants one more TA.

IMPACT	Increase strike impact according to the weapon.
PRECISION	When determining the attack's injury location, roll an additional Zone Die and choose one result to apply (Injury Sequence, step 1, page 167).

Direct Missile Example*: Nolora has Archery ML75 and takes a direct shot from point blank range (+10 bonus) versus a still target. This uses a d6 Zone Die, and she aims for ZN1. With EML85, the roll is 45—CS. This gives a base impact strike; an extra Precision TA; and one TA of choice. She selects another Precision TA, producing a total of three d6 ZD rolls.*

VOLLEY MISSILE ATTACK

The attacker lobs an attack at a *15-foot diameter area*. A moving target-area, such as a group of running soldiers, imparts a –10 penalty.

	AREA
CF	MISHAP
F	DEVIATION
S	☆S
CS	☆S ✪
⓿	FUMBLE
❺	STUMBLE

VOLLEY MISSILE RESULTS SUMMARY

⓿ ❺ **MISHAP** the attacker makes a Fumble Roll on a CF0 result; or a Stumble Roll on a CF5. The attack does not take place.

DEVIATION the attack misses the area. If EML was greater than 05, the missile lands nearby—assume eight adjacent 15-foot areas and randomly select the one with a d8 roll. If this new 15-foot area contains a target, resolve as for a Potential Strike (below). If the attack EML was 05 or less, the missile lands harmlessly.

☆S **POTENTIAL STRIKE** the missile lands in the 15-foot area. Count the targets within it, using the Target (TAR) rating (page 352) for large creatures in this calculation. The total is the *target count*.

ROLL D20 & D10. If the d20 roll is less than or equal to the target count, then one creature within the 15-foot area is hit. The d20 roll itself indicates the precise target struck among several.

Resolve the strike using the Injury Sequence (page 167). For the ZD, use the larger of either a d10 or a die whose size equals the target's number of body zones. Adjust the base impact by range (step 2); if the d10 rolled with the d20 is a 5 or 0, add the projectile's Impact TA bonus.

If the d20 roll does not indicate a hit, then the attack misses.

✪ **VOLLEY PRECISION** when determining a potential strike against the target count, roll d10 instead of d20. With each step beyond CS, roll an additional d10 (attacker selects a single d10 result to apply).

Volley Missile Example*: during a surprise round, Nolora shoots her bow from 500-foot volley 3 range (–20) at a 15-foot space of ground containing five brigands, one of whom is mounted. With her Archery ML75, a light crosswind (–20) and still targets (0), the test is against EML35. A 25 is rolled—CS, a Potential Strike with Volley Precision.*

The Potential Strike puts the shot in the intended area. The target count is seven, one for each brigand plus two for the horse. Nolora's player rolls 7 on the d10 for Volley Precision; and rolls 2 on the other d10 for special impact. The 7 indicates a strike to the horse (the GM numbered it as counts 6 and 7); and the 2 indicates no bonus Impact TA.

The player rolls the Location Roll for the strike with a d20 Zone Die, based on the number of zones the destrier has (Table Ⓒ, page 355); along with the d10 Location Die. Respective rolls of 14 and 4 indicate a strike to the horse's flank. The heavy-shafted bodkin arrow's impact is d12+4 from the DRW100 bow; reduced by 3 from the range; with the projectile's Armour Reduction 4 eliminating all of the destrier's AV3. The impact is determined by rolling d12+1—a final 7 inflicts an S2P injury to the horse.

With arrow in hand, Nolora reloads as a free action and, at IR76, shoots before the soldiers' IR60 next round. A roll of 16 against the same EML35 means a Potential Strike. A d20 is rolled against the target count seven, but a 14 indicates a miss (and so the d10 Impact TA roll is moot).

MELEE SEQUENCE

❶ ENGAGEMENT

Aware characters can make a melee strike with a readied weapon against foes they threaten within their Engagement Zone.

MELEE AWARENESS

Combatants might have to make an **Awareness** test to notice foes, such as those newly engaging among a crowded group, or to notice anything while in concentration. The GM determines when such tests are needed. Combatants must Ignore foes who they are unaware of.

READIED WEAPONS

Characters may unsheathe a weapon as a free action, or unsling one as a 1-turn Grope action (resheathing/reslinging a weapon is a 1-turn Grope). Characters may drop items at any time, requiring no action.

❷ ATTACK & DEFENCE DECLARATION

The character selecting the Attack option is called the **Attacker.** The attacker makes the following declarations before the test:

TARGET

Designate the target of the attack, called the **Defender**.

STRIKE WEAPON

Designate the readied weapon used in the strike. Decide on its precise Strike Mode (page 97 and page 102); among several factors, this establishes the strike *aspect*: Blunt [B], Edge [E], Point [P], Fire/Frost [F].

ZONE OPTIONS

Identify the weapon's Zone Die and Zone Aim.

Zone Die: the striker's weapon determines the Zone Die (ZD), such as d4 (*punch*), d6 (*broadsword*, *mace*), or d8 (*spear*). Natural weapons vary in Zone Die, such as a warg's *claw* (d4) or an old dragon's *bite* (d12).

Zone Aim: the striker announces the zone number (ZN) aimed for. The default for medium size targets is ZN1, but can vary according to the striker's aim choice and the size of the target (step 1, page 167).

The **Defender** declares a Melee Defence Option from among the four given on the next page—Block, Dodge, Counterstrike, or Ignore.

Blocks require the defender to designate the readied weapon (and its Strike Mode) used in the Block. When figuring the *attacker's* Reach Penalty or Thrust Bonus (step 3), the defender may reference *any* readied weapon (and its Strike Mode) that can threaten the attacker, not simply the one tested in the actual Block. Thus, a defender who Blocks with a shield in one hand may refer to a readied spear in the other hand for determining Reach and Thrust modifiers (step 3).

Dodges still require the designation of a readied weapon and strike mode for determining the *attacker's* Reach Penalty or Thrust Bonus, as for Blocks. An unarmed defender may designate *punch*, *bite*, or *claw*.

Counterstrikes target the attacker and require the defender to declare Strike Weapon and Zone Options, as above for attackers.

AREA ATTACKS

Targets of an Area attack do not declare a Defence Option. A successful Area attack automatically engulfs all targets in its described area. Affected targets who choose the Evade action on an Initiative Rank *before* the Area attack takes place can sometimes mitigate the resulting trauma (page 166).

❸ MELEE TEST

The term Melee Strike is defined as either 1) a *melee Attack* against a defender or 2) a *counterstrike Defence* against an attacker.

The attacker makes an opposed **Melee** test against the defender's **Melee** (Block or Counterstrike) or **Dodge** test. The attacker makes an *unopposed* Melee test against a defender who Ignores. Include any of the following modifiers (the O R T symbols refer to page 166):

AIM PENALTY

Melee strikers suffer **–10 PENALTY** for aiming at a non-default ZN, which is ZN1 against medium and smaller size targets (page 167).

HEFT PENALTY

Combatants suffer **–5 PENALTY** for *each* point their STR is less than the HFT of the weapon used in a Melee Strike or Block defence.

Two-handed use: reduce HFT by 5 for figuring Heft Penalty.

Off-handed use: increase HFT by 5 for figuring Heft Penalty (minimum –10 penalty), except for shields in a Block or Press Attack.

OUTNUMBERED PENALTY O

Defenders suffer **–10 PENALTY** to defence tests for *each* opponent threatening them beyond one. Do not count prone and Ignored foes. See page 191 for optional rules, such as Allies and Flanking.

PRONE PENALTY

Prone combatants suffer **–20 PENALTY**.

REACH PENALTY R

Combatants making a Melee Strike with a weapon whose Reach (RCH) is *less than* the RCH of the weapon used by their opponent in the opposed Melee test suffer a *penalty* equal to the **DIFFERENCE × 5**. In Close (page 171), the penalty goes to a *higher* RCH.

Zone Reach Penalty can lessen a weapon's RCH (step 1, page 167); if RCH is reduced to less than zero, the strike cannot be attempted.

THRUST BONUS T

Combatants making a Melee Strike with a Thrust (T) weapon whose Reach is *greater than* the opponent's RCH receive a *bonus* equal to the **DIFFERENCE × 5**. In Close, the bonus goes to thrusts with *lower* RCH.

TRAUMA PENALTY

Combatants suffer fatigue and applicable impairment as a penalty.

❹ OUTCOME

Compare the attacker's and defender's Success Levels and determine the *victory stars* (page 61). The outcome varies by the Defence Option—see the Attack and Defence Results on the next page.

Test Failures: if both combatants fail in the opposed Melee test, then no strike occurs (except in the unopposed Ignore defence). Both parties are still subject to their own Mishaps if they roll a CF.

Test Successes: a Block defence automatically *wins* tied successes, and a check for Weapon Damage is made (page 191); a Dodge must have tied successes *broken* to determine the victor (page 61); and a Counterstrike *loses* tied successes.

Injuries: if either combatant obtains a successful strike, resolve with the *Injury Sequence* (page 167). After adjudicating injury, apply other effects in the following order: 1) Mishaps (page 161), 2) Free Press Rolls (page 172 sidebar), and 3) Bonus Action TA (page 171).

ATTACK RESULT

STRIKE R T

☆1 **BASE IMPACT** a one-star Strike means the attacker delivers a base impact strike. Go to Injury Sequence (page 167).

☆ **TACTICAL ADVANTAGE** each extra star can be a bonus **ACTION**, extra **IMPACT**, better **PRECISION,** or a **SETUP** (page 171).

★★★ **TIED SUCCESS** the result of a tied success is determined by the defence option—Block, Dodge, or Counterstrike (see below).

0 5 **MISHAP** attacker makes a Fumble (0) or Stumble (5) Roll, no matter the defender's result (page 161 sidebar).

O Outnumbered Penalty R Reach Penalty T Thrust Bonus

MELEE TEST RESULTS SUMMARY

☆1 ☆1 **BASE IMPACT** one-star Strike or Counterstrike victory delivers the weapon's base impact. Resolve with Injury Sequence (page 167).

☆1 **BLOCK · DODGE** a one-star Block or Dodge means the attack fails.

☆ ☆ **TACTICAL ADVANTAGE** each star beyond the first grants one Tactical Advantage (TA). Each attack or defence option lists the available TA among the four types (described in full on page 171):

ACTION	Take a bonus action, such as Attack or Half Move.
IMPACT	Additional impact, usually 3B, 5E, 4P, or 2F.
PRECISION	Roll an additional Zone Die and select one result.
SETUP	Increase a Melee or Dodge test made within the next round by one success level.

★ ★ ★ **TIED SUCCESS**	Block:	**defender** gets a one-star victory & roll for Weapon Damage (page 191).
	Dodge:	**higher roll** gets a one-star victory.
	Counterstrike:	**attacker** gets a one-star victory.

▲ **FAILURE** if both opposed tests fail (F or CF), any Melee Strike fails.

0 5 **MISHAP** combatants make a Mishap Roll on a CF in the Melee or Dodge test. The type is indicated by the ones die (see page 161).

***Block Example**: an ML60 attacker with broadsword rolls 35 (CS) against an ML60 defender's 71 Block roll with broadsword (F). The attacker wins a **two-star** victory, striking the target with base impact and one TA (one of action, impact, precision, or setup). Impact TA is chosen (+5E impact).*

***Dodge Example**: an attacker with ML60 rolls 36 (S) against an ML60 defender's 51 Dodge roll (S). For dodges, tied successes are broken. Here, the defender wins a **one-star** victory since the defender's 51 roll is higher than the attacker's 37 roll. The attack fails.*

***Counterstrike Example**: an ML60 attacker rolls 36 (S) against an ML60 defender's 51 Counterstrike roll (S). The attacker wins a **one-star** victory since attackers automatically win tied successes against a counterstrike—there is no tie break. The attack does base impact.*

***Ignore Example**: an ML60 attacker with broadsword rolls 36 (S) against a defender who Ignores (no roll). The attacker wins a **three-star** victory, striking with base impact and two TA. The attacker selects one precision TA (extra d6 ZD for the broadsword) and one impact TA (+5E).*

DEFENCE RESULT

BLOCK O

☆1 **BLOCK** a one-star Block means the attack fails.

☆ **TACTICAL ADVANTAGE** each extra Block star can be a bonus **ACTION** or a **SETUP** (page 171).

★ **BLOCK** a tied success means the attack fails; check for Weapon Damage (page 191).

0 5 **MISHAP** defender makes a Fumble (0) or Stumble (5) Roll, no matter the attacker's result (page 161 sidebar).

DODGE O

☆1 **DODGE** a one-star Dodge means the attack fails.

☆ **TACTICAL ADVANTAGE** each extra Dodge star can be a bonus **ACTION** or a **SETUP** (page 171).

★ **TIE BREAK** an attacker who wins the tie break delivers a base impact strike. Go to Injury Sequence (page 167). A defender winning the tie break means the attack fails.

0 5 **MISHAP** defender makes a Stumble Roll, no matter the attacker's result (page 161 sidebar).

COUNTERSTRIKE O R T

☆1 **BASE IMPACT** a one-star Counterstrike means the *defender* delivers a base impact strike. Go to Injury Sequence (page 167).

☆ **TACTICAL ADVANTAGE** each extra Counterstrike star can be extra **IMPACT** or better **PRECISION** (page 171).

★ **BASE IMPACT** a tied success means the *attacker* delivers a base impact strike. Go to Injury Sequence (page 167).

0 5 **MISHAP** defender makes a Fumble (0) or Stumble (5) Roll, no matter the attacker's result (page 161 sidebar).

IGNORE

CF	MISHAP
F	☆1
S	☆1 ☆ ☆
CS	☆1 ☆ ☆ ☆
☆	TA: IMPACT OR TA: PRECISION
0	FUMBLE
5	STUMBLE

Defenders suffer the Ignore defence when they 1) are Unaware of attackers or 2) *choose* to Ignore them (such a choice lasts one round).

- The IGNORE table to the left expresses the **ATTACKER'S** Melee test.
- Neither **Reach Penalty** nor **Thrust Bonus** apply to the attacker's test.
- Attackers earn the indicated victory stars from their unopposed Melee test.
- Mishaps affect the **attacker** (page 161 sidebar).

EVADE ACTION

Characters who are not stunned may select the Evade action if they move at least ten feet (up to half Move), stopping in threatening EZ. Throughout the turn and following one round, **missile attacks** against them suffer a penalty equal to five times the Index of their Dodge *EML*. The evader may not make MELEE STRIKES, but Block and Dodge normally. The evasion effects end if the evader becomes stunned.

Evading Area Attacks: in place of the missile penalty, an evader tests Dodge and reduces the Shock State Index of the area attack by 1 (S) or 2 (CS). Whatever the test result, the evader then becomes prone.

INJURY SEQUENCE

Follow these five steps to resolve physical trauma inflicted from melee, missile, and area attacks; falling; and certain esoterica.

❶ LOCATION

Determine where a strike hits on the target's Body Location table by rolling the **Zone Die** (ZD), identified in the Missile or Melee Sequence, along with the default **d10 Location Die** (LD).

Helpless targets: melee attackers who spend *one round* concentrating on a helpless target before striking *select* the exact Zone and Location results instead of rolling in step 1 (see Deadly Attacks, page 191).

Area Attacks: a successful Area Fire or Frost attack does not entail Zone and Location Dice rolls. The area weapon essentially engulfs the entire body of every target within its dimensions—skip step 1.

Press & Trip Attacks: successful Press and Trip attacks do not include location or regular impact rolls—skip steps 1 and 2 (see page 106).

BODY LOCATION TABLE

Every creature has a Body Location table that displays its *zone numbers* (ZN) spread over several general body *zones* with specific body *locations*. Tiny creatures like Vlasta have only 3 ZN; humans and most other folk have 10 ZN (see table, right); large creatures can have 12, 16, 20 or more ZN. Some have rare locations, such as tail or wing.

ZONE DIE ROLL

The *ZD* roll determines the *ZN* struck in the first column, which in turn indicates a body zone, such as *Head*, *Arms*, *Torso*, or *Legs*.

Zone Aim: when both striker and target are upright, medium size human-like creatures, default aim is ZN1 in the Head zone, so that a ZD roll of 1 means ZN1 is struck, a roll of 2 means ZN2 and so forth. Against extremely tall upright creatures, the default ZN is in a lower zone for human strikers, as indicated by the Ⓐ symbol in the creature's Body Location table (see Aklash example on page 352).

Aim Penalty: melee strikers can aim for a ZN other than the default, but a –10 penalty applies to the Melee test (missile aiming does not include such a penalty). Striking a prone target while standing allows for any default ZN with no aim penalty. Some ZN might not be available as even possible for aiming, according to the situation.

Zone Reach Penalty: certain ZN of taller targets reduce melee weapon Reach (RCH), as indicated by an amount inside the ☐ symbol in their Body Location table (see page 352). Special situations can also affect weapon RCH, such as mounted combat (page 172). If RCH is reduced to *less than* 0, the ZN may not be selected for aim.

Zone Die Miss: if the zone die result does not appear in a creature's Body Location table, then the strike misses. Thus, aiming for ZN8 with a d4 ZD and rolling a 4 against a 10-zone creature results in a miss (8 → 9 → 10 → **11**). Larger attackers can similarly miss smaller targets, such as the three-zone Vlasta (a roll of 4 or more misses).

Bonus Zone Dice: the Precision Tactical Advantage (page 171) grants extra Zone Dice of the same size. Roll all the ZD; the player chooses one result. For each ZD over the first that indicates the *same body zone* ('Torso'), roll an additional **d10 LD** (below) and choose one LN result.

LOCATION DIE ROLL

The **d10 LD** result determines the **Location Number** (LN) of the strike in the second column, within the zone just determined by the ZD. If the generated location is behind hard cover (page 133), such as a wall or tree, then the strike fails.

Limbs: when an Arm or Leg is struck, use the ZD or LD result (or some other roll) to determine which side—odd (left) or even (right).

❷ IMPACT

Impact measures the trueness and force with which a blow is delivered. Determine *strike impact* and then *effective impact*.

STRIKE IMPACT

Strike impact equals Base Impact—*Weapon Impact Die roll plus Impact Modifier plus the wielder's Strength Impact Modifier* (page 97)—plus bonus Impact TA (page 171).

EFFECTIVE IMPACT

Effective impact equals *strike impact minus the armour value* (AV) the target possesses in the location struck. The AV varies itself according to the weapon's *aspect* (Blunt, Edge, Point, or Fire/Frost).

Area Impact: the effective impact of an Area attack equals its strike impact minus the target's Area AV.

ZN	LN	BODY LOCATION		LOCATION SHOCK	
HEAD 1	1–5	SKULL	○	5	
	6–8	FACE*	◐	4	
	9–10	NECK	●	5	▽
ARMS 2–3	1–3	SHOULDER	◐	3	
	4–6	UPPER ARM	○	1	⧩
	7	ELBOW	○	2	⧩
	8–9	FOREARM	○	1	⧩
	10	HAND		2	▼
TORSO 4–7	1–4	THORAX	◐	4	
	5–7	ABDOMEN	●	4	
	8–10	PELVIS	◐	4	
LEGS 8–10	1–4	THIGH	◐	3	▽
	5	KNEE	○	2	⧩
	6–8	CALF	○	1	⧩
	9–10	FOOT		2	⧩
·	·	AREA ATTACK		6	

*FACE OPTION d20:

1–2 EYE	5	▼
3–4 NOSE	5	▼
5–12 CHEEK	4	
13–14 EAR	4	▼
15–16 MOUTH	4	
17–20 JAW	4	

○◐● POTENTIAL BLOODLOSS

▽⧩▼ POTENTIAL AMPUTATION

❶ ***Location example**: an attacker wielding a broadsword uses a d6 ZD and aims low at ZN4 (–10 penalty). The strike succeeds and so now the d6 ZD and d10 LD are rolled. A ZD result of 2 is modified to zone 5 (aim zone 4 and a roll of 2 results in zone 5): the torso zone. An LD roll of 7 means the strike specifically hits the abdomen.*

❷ ***Impact example**: the broadsword strike to the abdomen does d10+3E impact, and the attacker has a +1 Strength modifier. A roll of 8 gives strike impact 12E (8+3+1=12). The target wears a quilt coat with AV4 in the abdomen versus edge aspect. Effective impact equals 8E (12 – 4 = 8).*

INJURY SEQUENCE

③ INJURY

Locate the *effective impact* in the rightmost applicable range in the top row of the following Injury table. The strike inflicts the *injury* listed in the corresponding bottom row:

IMPACT	1+	5+	10+	15+	20+
INJURY	M1□	S2◇	S3○◇	G4○◇	▽G5○◇

INJURY SEVERITY & LEVEL

Injury Severity is *Minor* (M), *Serious* (S), or *Grievous* (G). The accompanying number is the **Injury Level** (IL1–5). The symbols represent the chance for special effects:

□ Glancing Blow (step 3.2).

◇ Mishap (step 5).

○ Bleeding (step 3.3).

▽ Amputation (step 3.4).

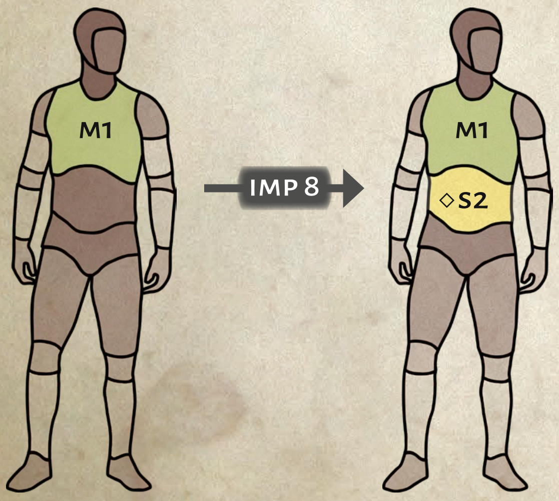
3.1 COMPOUND INJURY

Targets risk a *compound injury* if they receive a new injury to a *body location* that already suffers from one or more injuries. Total the IL of all the injuries in the location, including the new injury. Roll a d10: if the result is less than or equal to the total IL, then increase the IL of the *highest-IL* injury in that location by 1.

- If several injuries have the same highest IL, then a successful compound roll increases the *most recent* injury's IL by one.
- When a G5 injury compounds, its Injury Level remains 5, but it contributes Injury Shock 6 in step 4.2 (page 169).
- Fire and Frost injuries compound only with other Fire and Frost injuries (and with each other).
- Area injuries compound only with other Area injuries.

***Example**: a target takes a G4 blunt injury to the* shoulder. *Because an M1 edge injury already exists in the shoulder, there is a chance for a compound injury. The d10 roll is against TN5 (G4 blunt + M1 edge = TN5). A roll of 4 increases the G4 blunt to a G5; the M1 edge remains unchanged.*

③ **Injury example**



3.2 GLANCING BLOW □

Rigid armour is designated by a square surrounding its armour value in the Armour Value table (page 111). The similar square next to the M1 injury result in the Injury table is a reminder to check for a Glancing Blow: *E- or P-aspect* strikes with an effective impact between 1 and 4 against rigid armour *do not inflict a Minor Injury* (M1) but do impart *Injury Shock 1* to the ensuing Shock State Index (step 4.2) and *+10 bonus* to the Shock Roll (step 4.3). Such Glancing Blows do not require notation—they are not 'injuries' and need no later treatment.

3.3 BLEEDING ○

The three shaded circles in the Body Location table in step 2 indicate possible life-threatening blood loss in the given location. Compare its shaded circle with the causal injury's Severity:

BLEEDING	S3	G4	G5
○	·	·	EPB
◍	·	EP	EPB
●	E	EP	EPB

If the striking weapon's Aspect is indicated from comparing the circle shade with the injury in question, then the injury is also a **Bleeder** (BLD). The victim starts Blood Loss Rolls (page 178) in *five minutes*.

***Example**: a target takes a G4 blunt shoulder injury. The* shoulder location *in step 2 contains a grey circle, but the above table indicates that only E and P aspects cause a Bleeder from a* G4 *injury. The G4B injury is not a bleeder.*

3.4 AMPUTATION ▽

A target sustaining a *G5 edge* injury in a location containing a triangle in the Body Location table in step 2 makes a **Strength** test to check for amputation. Apply a modifier according to the triangle's shade: +20 (▽), 0 (▼), or −20 (▼).

	STRENGTH + TRIANGLE MODIFIER TEST
CF	Location severed (if neck, then target dies). Injury becomes a Bleeder if not already, even in locations that do not normally produce Bleeders.
F	Location severed (if neck, then target dies). Injury becomes a Bleeder if not already, but only in locations that normally produce Bleeders.
S	Location not severed, but Shock Roll (step 4.3) has a −20 penalty.
CS	Location not severed.

- Beasts are assumed to have average relative Strength, so Amputation rolls have ML70 (▽), ML50 (▼), or ML30 (▼).

③ ***Injury example**: the target receives a sword strike to the abdomen with effective impact 8E. Since this is at least 5 impact but less than 10, the blow inflicts an S2E injury. The target already has an M1B thorax injury, but there is no Compound Injury roll since this old injury is not in the same location as the new abdomen injury, albeit in the same zone.*

INJURY SEQUENCE

④ SHOCK

Calculate the *Shock State Index* (SHK) resulting from the injury.

4.1 **Location Shock**: start with the number in the black column of the Body Location table in step 2 that corresponds to the injury's location. Area Attacks impart Location Shock 6.

4.2 **Injury Shock**: add the Injury Level suffered in step 3. If a Compound Injury occurred in step 3.1, then use its IL instead.

Glancing Blows impart Injury Shock 1 but leave no M1 injury.

4.3 **Shock Roll**: add the modifier from a **Shock** test by the target. The test includes Fatigue penalty but not Injury impairment.

Glancing Blows impart +10 bonus to the Shock test.

SHOCK – FATIGUE TEST	
CF	**+2 SHK**: increase Shock State Index by two.
F	**+1 SHK**: increase Shock State Index by one.
S	**+0 SHK**: no modification.
CS	**−1 SHK**: decrease Shock State Index by one.

Combine the three SHK factors (4.1–4.3) and find the total in the top row of the following table. The target suffers from the corresponding **Shock State** in the bottom row. SHK6 or less has no effect.

SHK	≤ 6	7	8	9	10+
STATE	·	STN	INC	UNC	KIA

STN STUNNED

Target is still aware but dazed. These effects apply:

- All movement is Difficult (and double Move not allowed).
- Impaired tests (step 5) are reduced by one Success Level.
- A successful **Shock** test at the end of the target's *next turn* removes the stunned state. Retry every round.
- Suffering a new STN state while currently stunned immediately changes the shock state to INC.

INC INCAPACITATED

Target is conscious but falls prone. These effects apply:

- Only assisted Difficult Half Move is allowed.
- No independent actions are allowed.
- Unaware (must Ignore all melee attacks).
- **Shock Reroll** (right) at the end of the target's *next turn*.
- Suffering a new INC state while currently incapacitated immediately changes the shock state to UNC.

UNC UNCONSCIOUS

Target falls unconscious and prone. These effects apply:

- Unaware and no actions allowed.
- Helpless (CS Ignore result when targeted in melee).
- Shock Reroll (right) after *ten minutes*.

KIA KILLED IN ACTION

- Target immediately dies.

Except where noted, only the most severe Shock State applies at one time.

CONCENTRATION

All Shock States interrupt concentration (page 182), and prevent it until the state is recovered from.

SHOCK REROLL

Characters who are Incapacitated or Unconscious make a **Shock Reroll** test of Shock ML with a *−20 penalty*. Shock Rerolls are also affected by Fatigue penalty but not Injury impairment.

- If **INC**, the test is made at the end of the character's *next turn* after the original Shock Roll.
- If **UNC**, the test is made *ten minutes* after the original Shock Roll.

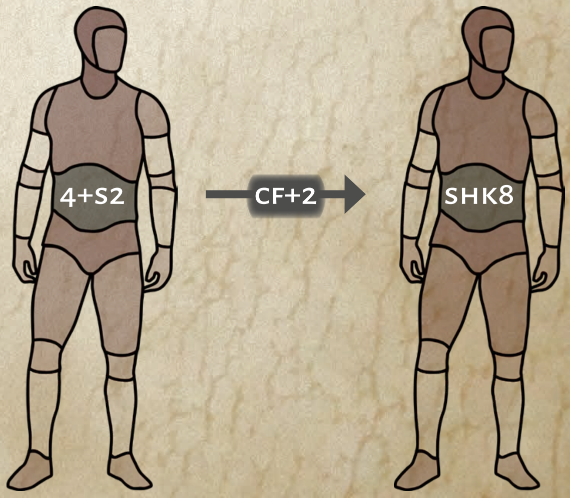
SHOCK – 20 – FATIGUE TEST	
CF	Character suffers Extended Shock (page 179) with HR4; if Unconscious (UNC), character also lapses into a coma (page 179).
F	Character suffers Extended Shock (page 179) with HR5.
S	Character's Shock State changes to Stunned (STN).
CS	Character's Shock State is removed.

④ ***Shock example**: the target makes a Shock Roll from the S2E injury to the abdomen. Against Shock ML65, the d100 roll is 75—critical failure (CF). This results in **SHK 8** (Location 4 + Injury 2 + Shock Roll 2). The target falls prone, incapacitated (INC). See step 5 for additional effects.*

*While incapacitated, the character takes no action and Ignores attacks. Then, at the end of the character's next turn, a **Shock Reroll** is made versus Shock ML65 with a −20 penalty (EML45). The d100 roll is 42—success (S). The character improves to stunned (STN), though remains still prone.*

*Until the end of yet another turn, the stunned character suffers one lower Success Level to all Impaired tests (this excludes Shock Rolls—see step 5 for what constitutes such a test). This character survives until that turn, takes a difficult Move to stand (costing 20 feet), and then makes a Shock Roll versus **Shock ML65**. The d100 roll is 61, so the character is no longer Stunned but still suffers impairment from the S2E abdomen injury (see next page).*

④ **Shock example**



⑤ INJURY EFFECT

The specific effect injuries have on actions and movement varies according to severity—Minor (M), Serious (S), or Grievous (G).

M	Associated actions are *unhindered* if the Shock Roll in step 4 succeeded (S or CS). After 10 minutes—or immediately if the Shock Roll failed—the injury imparts 5 *impairment*.
S	Associated actions suffer 10 *impairment*.
G	Associated actions are *prohibited*.

IMPAIRED ACTIONS AND MOVEMENT

Injuries affect only the actions and movement associated with the injured location's *body zone*:

ZONE	ACTIONS AFFECTED BY INJURY
HEAD	IMPAIRED TESTS & MOVEMENT
ARM	ARM IMPAIRED TESTS (RIGHT OR LEFT)
TORSO	IMPAIRED TESTS & MOVEMENT
LEGS	LEG IMPAIRED TESTS & MOVEMENT

See Impaired Tests in the sidebar for further guidance.

***Example 1**: a* right shoulder injury *affects only right-arm actions, such as striking with a sword, or using it in a Strength or Fumble test. The effect varies by severity: Minor (0 or –5 impairment); Serious (–10 impairment); Grievous (unusable). Left arm actions and movement are unaffected.*

***Example 2**: a* left thigh injury *affects actions using the legs and movement. This includes Melee tests, since Melee SB includes Agility (AGL). The effect varies by severity: Minor (0 or –5 impairment); Serious (–10 impairment); Grievous (unusable; the victim falls prone—see Injury Mishap, below).*

INJURY MISHAP

Targets might suffer a Mishap Roll from Serious and Grievous injuries, or automatically suffer a failed one according to the zone struck.

ZONE	SERIOUS INJURY	GRIEVOUS INJURY
HEAD	NONE	AUTOMATIC FUMBLE & STUMBLE
ARM	FUMBLE ROLL	AUTOMATIC FUMBLE
TORSO	STUMBLE ROLL (PELVIS ONLY)	AUTOMATIC STUMBLE
LEGS	STUMBLE ROLL	AUTOMATIC STUMBLE

TESTS WITH GRIEVOUS INJURY

A character forced into melee defence with a zone that is unusable because of *Grievous injury* must either choose the Ignore defence or accept an automatic CF in a Block, Dodge, or Counterstrike test (the CF also induces the automatically failed Mishap detailed above). Against missile attacks, such an injured target is considered *Still*. Attempting any other action that requires using a zone with a Grievous injury—or is otherwise unusable—is an automatic CF.

AREA INJURIES

Area injuries affect all impaired tests and movement. Grievous area injuries induce and affect mishaps like the head zone.

PROJECTILE IMPALEMENT

Arrows and crossbow bolts that inflict at least an S3 injury are impaled and require the Extraction treatment (page 180).

MINOR INJURY

The immediate effect of adrenaline very often defers Minor injuries from impairing performance for about 10 minutes. Even at this point, only un- or ill-treated Minor injuries carry this impairment throughout the healing process (see page 182).

SERIOUS INJURY

Serious injuries are not so structurally devastating as to prevent their use, but they do impart immediate impairment. A single Serious injury can also test the grit of even the well-trained—they must make a Morale Roll to continue (page 162).

GRIEVOUS INJURY

Grievous injuries imply such extensive structural damage that the location is rendered immediately unusable. No amount of grit mitigates this loss of function. Moreover, if the victim is able to remain conscious after a Grievous injury, their fighting spirit is challenged—they must test Morale to continue (page 162).

IMPAIRED TESTS

Impaired effects apply to the following skill and attribute tests when the injury is in the given Body Zone (●). Such Impaired tests also suffer –1 Success Level when performed while Stunned (page 169). For how trauma affects esoterica, see the pertinent routines, such as Spellcasting (page 201) or Talent Invocation (page 259).

TEST	H	A	T	L	TEST	H	A	T	L
Acrobatics	●	●	●	●	Jumping	●	●	●	●
Agility	●	·	●	●	Legerdemain	●	●	·	·
Archery	●	●	●	●	Melee	●	●	●	●
Awareness	●	·	·	·	Riding	●	●	●	●
Climbing	●	●	●	●	Slings	●	●	●	●
Crafts (all)	●	●	●	·	Stealth	●	·	●	●
Dancing	●	●	●	●	Strength	●	●	●	●
Dexterity	●	●	●	·	Swimming	●	●	●	●
Dodge	●	·	●	●	Throwing	●	●	●	●

H = HEAD A = ARM T = TORSO L = LEG

INITIATIVE AND SHOCK

Initiative and Shock tests reflect in part a boost of adrenaline that can mitigate the effects of trauma. Although Combat Group skills, neither are considered Impaired tests for the purposes of injury and Shock State effects. Only these modifiers affect their tests:

- Fatigue penalty.
- Glancing blow +10 bonus (Shock only).
- Shock Reroll –20 penalty (Shock only).
- Modifiers resulting from a change to their skill base attributes—Will and Reasoning (Initiative); Strength and Endurance (Shock).

⑤ ***Injury Effect example**: the target who received the S2 abdomen injury in the step 4 example has fought through the pain of being Incapacitated and then Stunned. The character is now conscious but suffers* 10 impairment *to the torso zone, which penalises many Impaired tests and Move.*

Serious injuries trigger a Morale Roll after recovering from being Stunned. This combatant has an Initiative ML60—a roll of 29 is Success, so the warrior remains steady.

Special Melee Rules

This section details several important elements of combat—Tactical Advantages, being prone, and mounted combat. See the sidebars for additional rules, such as getting In Close and the free Press Roll.

TACTICAL ADVANTAGES

Exceptional missile and melee tests can result in four types of Tactical Advantages (TA): *Action*, *Impact*, *Precision*, and *Setup*. Unless noted otherwise, combatants receiving more than one TA at the same time may combine TA of different types and/or multiples of the same type.

Action: the character takes an *immediate* action, limited to six options:

- **MELEE ATTACK** (READIED WEAPON ONLY)*
- **EVADE** (HALF MOVE MAXIMUM)
- **MOVE** (HALF MOVE MAXIMUM)
- **GROPE**
- **PASS**†
- **GET IN CLOSE**† (SEE SIDEBAR)

*Targets of this TA attack may only Dodge or Ignore.

†May first include 5-foot move.

The same character may choose only *one Action TA per round* (but see Two-Weapon fighting in the sidebar), and only one Action TA by anyone may occur per character *turn*. Thus, several bonus Actions can happen during the same round by various attackers and defenders, but they all would have to be earned by different characters on different turns.

Impact: each Impact TA increases strike impact according to the Aspect used: 3B, 5E, 4P, 2F are the defaults. Weapons that increase it by a different amount note it with the IMPACT TA trait (page 98).

Precision: each Precision TA grants one additional Zone Die roll; the player selects which result to apply. For each ZD over the first that indicates the *same body zone* (Head or Torso, for example), an additional *d10 LD* is rolled, with the player choosing which *LN* result to apply.

Setup: each Setup TA improves a Melee or Dodge test made within the next round by one success level. A setup can represent a parry or feint that establishes a more effective follow-up strike or dodge.

Characters do not have to announce beforehand the action to which setups will be applied—they simply hold and use them as desired. Setups do not have to apply to the next test the character makes, and several setups could be spread over separate tests. Characters lose a setup if not used within one round of the IR after it was earned. Thus, a setup earned on IR70 must be used before or on IR70 of the next round.

PRONE

The following effects apply to prone combatants:

- A moving opponent does not have to stop in their Engagement Zone.
- A standing melee striker may select any of their ZN for default aiming without the –10 penalty, and may also get In Close automatically.
- They do not contribute to an opponent's Outnumbered Penalty.
- Their own melee attacks and defences have –20 penalty.
- They have default Aim ZN2–3, and –2 RCH with ZN1, against standing, human-sized foes (apply similar shifts with larger, standing foes).
- Crawling is Difficult Movement with a full Move maximum rate.
- Rising requires the Move action and costs *ten feet* of movement.

TWO-WEAPON FIGHTING

A combatant wielding an *off-hand weapon* of at least Length 2 *may* earn two Melee Attack Action TA in the same round, one selected with the primary weapon and one with the off-hand.

IN CLOSE

The combatant with the *longer* weapon Reach initially has the advantage when engaged. An aware combatant within five feet of a foe may reverse this advantage by *choosing* to get In Close with a target in three possible ways:

- Freely against a prone, confused, stunned, unaware, or helpless foe.
- Freely after a successful Grab.
- By using an Action TA (see table, left).

The following rules apply when an engagement between two combatants becomes In Close:

- Reach Penalty goes to the one striking with a weapon that has a *longer* weapon Reach. Penalty equals *RCH difference* × *5*.
- Thrust Bonus goes to the one striking with a Thrust weapon that has a *shorter* weapon Reach. Bonus equals *RCH difference* × *5*.

Characters stay In Close until one of them ends it by taking any movement to get at least five feet away from the given opponent.

Tight Quarters: GMs can deem combatants in limited space *automatically* In Close with each other while they are confined. For using certain weapons in awkward spaces (*swinging a battle sword in a narrow passage*), GMs can apply a –20 penalty or simply disallow it. Thrusted weapons often avoid such restrictions.

NATURAL WEAPONS

Combatants using natural weapons against opponents with armed weapons are at a disadvantage both offensively and defensively.

Natural Strike versus armed Block: armed defenders who roll at least a one-star victory may automatically *strike* their attacker in the natural weapon's body zone (roll d10 for LN). A success tie is still a block, a 'warding' of the strike without the weapon making contact.

Armed Strike versus natural Defence: most unarmed defenders—especially beasts—Counterstrike or Dodge. Many can attempt a Limb Block (page 106), but risk injury to the limb, even in a successful 'block'. Some may also try a Counterstrike Grab (Hold) in defence.

PRONE BEASTS

Creatures who do not walk, such as snakes and serpentine Ivashu, do not become 'prone'.

MOUNTED EXAMPLES

Example 1: *a knight with Riding ML65 atop a destrier with Initiative ML60 has* Control Roll 70 *(ML65 plus 5 Secondary Modifier from the mount's Initiative). There is no* Mounted Penalty *to their missile and melee tests because the Secondary Modifier of the knight's Riding ML65 is +5.*

Example 2: *a farmer with Riding ML26 atop the same horse as above has* Control Roll 31 *(ML26 plus 5). The* Mounted Penalty *to their missile and melee tests is –15, the negative Secondary Modifier of the farmer's Riding ML26.*

FREE PRESS ROLL

Warriors clutch and jostle one another often in melee. To reflect this dynamic, combatants may call for a free Press Roll any time they successfully test Melee and also achieve *a higher success level without benefit of a tiebreak*. The Press Roll is in addition to the Melee test result and is made after applying the effects of injuries and mishaps but before Action TA. This free option skips the Press *Attack* and goes straight to the opposed d6 + STR Press *Roll* (page 106).

The free Press Roll option is not awarded to combatants making an actual Press Attack, whether as Strike or Counterstrike; nor to defenders selecting the Dodge defence in the Melee test. The STR of a mount that is under Control may be used in a Press Roll resulting from the rider's own Melee test. Finally, larger combatants might receive Free Press rolls more easily (see Mighty Strike, page 353).

Example 1: *an ML60 attacker strikes with a sword and rolls 41 (S) against an ML75 blocking defender who rolls 82 (F). The sword strike succeeds and the attacker resolves the injury. The* attacker *may then call for a free Press Roll.*

Example 2: *an ML60 striking attacker rolls 41 (S) against an ML75 blocking defender who rolls 65 (CS). The block succeeds and the* defender *may call for a free Press Roll.*

Example 3: *an ML60 attacker rolls 41 (S) against an ML75 blocking defender who rolls 66 (S). The block succeeds because blocks automatically win tied successes. However, there is no free Press roll option since neither combatant achieved a higher success level* without *a tiebreak.*

ATTACKS DURING CHASES

During a pursuit, when attackers catch up or maintain engagement with the pursued using a full or double Move, the pursuer can make an attack with –20 penalty after the Move action. Defence options other than Dodge also have –20 penalty. If conditions are not ideal, the GM might require each party to make a Stumble Roll before the opposed 'chase' Melee test.

MOUNTED COMBAT

The advantage a mounted warrior has depends largely on the combined training of the rider and animal. This is first measured by a **Control Roll** that equals the rider's Riding ML adjusted by the *mount's* Initiative Secondary Modifier (page 62). Second, both rider and mount have missile and melee Attack and Defence tests adjusted by the *rider's* Riding Secondary Modifier *if it is negative*—this is called the **Mounted Penalty**.

Mounting: to mount or dismount, the rider takes a Move action and expends ten feet of movement. If the mount is moving or agitated, the rider must also succeed on a Control Roll. If it fails with a moving mount, the rider suffers a six-foot leap (see Falling Routine, page 67).

Encumbrance: riders improve their ENC modifier by –15 (page 112).

Initiative Rank: rider and mount each take an Action on the *rider's* IR.

Mounted Movement

At the start of their turn, riders may make a Control Roll as a free action (with failure, the rider may *retest* Control as a 1-turn Grope action). With success, the rider **Controls** the mount and must *declare the intended move distance*, which can first include one rate change (Stop ↔ Half ↔ Full ↔ Double). Uncontrolled mounts usually repeat their previous action.

Minimum Movement: mounts must move the declared distance during the turn or suffer an automatically failed Stumble roll (page 354).

Turns: mounts can turn 45° after moving an amount equal to the full declared distance divided by the rider's Control Index (rounded off).

Mounted Melee

On the shared IR, the mount takes an Action, either directed by a rider in Control or chosen by the GM. The rider may also take an Action at any point if the Control Roll did not expend it. Mount and rider count as two allies for the Outnumbered rule. See page 355 for mount attack types.

Ride-by attacks: *riders* may attack at any point during their mount's movement, but the mount's own attacks are subject to the moving restrictions of its own action (page 161). For how enemy EZ can stop *movement*, refer only to the mount—and see Overruns (page 353).

Rider Impact bonus: melee strikes by riders receive their mount's Rider Impact bonus (page 354) *throughout* the turn and ensuing round when the mount moves straight 100+ feet (or half the bonus for 50+ feet).

Unmounted targets: riders have –1 RCH to strikes *not* aimed at ZN1 of unmounted, human-sized targets.

Unmounted defenders: on the same turn, defenders may Block or Counterstrike *either* the rider's *or* mount's attack—and must Dodge the other. Defenders have –1 RCH to aim counterstrikes at the rider's ZN1.

MOUNTED DEFENCE

Rider targets: riders have –20 penalty to Dodge and –10 penalty to Block or Counterstrike (even against other riders); unmounted foes have –1 RCH to aim strikes at the rider's ZN1.

Mount targets: mounts may Dodge; or, with Control, riders may command mounts to Counterstrike; or riders with –20 penalty may Block or Counterstrike attacks targeting their mounts.

NOLÓRA: MELEE EXAMPLE (1 OF 2)

The Emhle hunter Nolora has been tracking two outlaws from Neoma for the past few days. Sensing her pursuit, Galmos and Faldrik set up an ambush on a mountain ridge as she approaches.

Environment: Nolora finds herself in a thick forest of evergreens in early spring. There has been no precipitation for weeks, and the ground has mostly dried after the recent snowmelt. A midafternoon sun drops in the western sky, now partially obscured by the canopy of trees. She hikes carefully uphill with her bow readied, about 75 feet from the crest of the mountain ridge.

Note: the players describe the battle narratively without the use of miniatures. Distances are given in feet rather than spaces.

ROUND 1

The two outlaws hide behind trees at the crest. This calls for an opposed test between Nolora's **Awareness** and the outlaws' **Stealth** skills to determine if she notices them peeking out to spy her.

Nolora	Awareness 75	Roll 26	→	S
Galmos	Stealth 40	Roll 48	→	F
Faldrik	Stealth 40	Roll 54	→	F

Nolora spots both of them, foiling the surprise. The GM decides no one needs to test Initiative as a Reaction Roll, since all expected trouble—everyone is aware. The Initiative Rank order is:

• IR63	Nolora	
• IR60	Faldrik	75 feet from Nolora
• IR50	Galmos	100 feet from Nolora

IR63 NOLORA: Nolora has her war bow nocked with a heavy broadhead arrow. She decides to ready a 1-turn Shoot action in hopes of getting a clearer view of the outlaws (Readied Actions, page 161).

IR60 FALDRIK: Faldrik unsheathes his falchion as a free action and then selects the 1-turn Move action to run 50 feet towards Nolora, arriving 25 feet from her.

Nolora takes her readied Shoot action at Faldrik after his full Move (this moves her to IR59, just after Faldrik). She looses the heavy-shafted broadhead arrow from 25 feet, well within point-blank range (+10 bonus). The running Faldrik is considered a moving target (–10 penalty). Nolora's shot uses a d6 Zone Die. The player announces an aim for ZN1, and tests her Archery skill:

Nolora	Archery 77	Roll 56	→	S	Strike

The d6 ZD and d10 LD are rolled:

d6 ZD	Roll 1	→	Head
d10 LD	Roll 3	→	Skull

A heavy arrow has d12 impact die; Nolora's DRW125 bow adds 4; and the PB range adds 2 for d12 + 6P impact:

d12+6P	Roll 9	→	15P

Faldrik wears a quilted coat suit with a kurbul helm that grants rigid AV4 against P-aspect skull strikes:

Strike Impact 15P	–	AV4	=	Effective Impact 11P

This results in an **◇S3○** injury to the skull. To see if the broadhead arrow induces a bleeder, increase effective impact by 5 (page 108):

Effective Impact 11	Bleeder 5	→	16P

This 'virtual' impact 16 generates a G4 injury. However, the table in step 3.3 (page 168) says the white circle (○) of the skull location is not a bleeder until the G5 level. Thus, the 'G4' injury is not a bleeder.

Faldrik makes a Shock Roll, a test of Shock ML60:

Faldrik	Shock 60	Roll 58	→	S	SHK0

The injury inflicts a total SHK8 (Skull 5 + S3 + 0), leaving Faldrik *incapacitated* (INC) and fallen to the ground about 25 feet from Nolora. He suffers 10 *impairment* to the Head zone. The Serious injury penalises all Impaired tests and movement, and induces a Morale Roll (once no longer suffering a Shock State).

Seeing his only ally vanquished, Galmos must make a Morale Roll against Initiative ML50. Rolling a 36, he remains steady and fights on.

IR50 GALMOS: with light bodkin arrows stuck readily in the ground, Galmos may load his bow as a free action and then shoot Nolora as a 1-turn action with his DRW75 bow from 100 feet. Just outside the 90-foot point-blank range, Nolora is a still target. He aims for ZN1:

Galmos	Archery 40	Roll 39	→	S	Strike

Galmos receives a Precision TA since Nolora is still. He uses a d8 ZD, and two are rolled. The same d10 LD applies to both ZD rolls:

two d8 ZD	Roll 5, 8	→	Torso	or	Leg
d10 LD	Roll 3	→	Thorax		Thigh

The GM chooses the thorax. A light bodkin does d8 and the draw-75 bow adds 2:

d8 + 2P	Roll 7	→	9P

Nolora wears a quilted surcoat over heavy clothing. This gives AV2 against P-aspect strikes to the thorax, but the bodkin's AR4 cancels it.

Strike Impact 9P	–	AV0	=	Effective Impact 9P

The arrow imparts an **◇S2** injury to the thorax but is not impaled (page 170). Nolora makes a Shock Roll, a test of Shock ML57:

Nolora	Shock 57	Roll 83	→	F	SHK1

The injury inflicts SHK7 (Thorax 4 + S2 + 1), leaving Nolora stunned (STN). She also suffers 10 impairment to her torso zone, affecting most actions and movement (page 170), but faces no injury mishap.

Nolora's player decides to make a **Fate Roll** (page 276) to improve the Shock Roll. The Fate Roll ML equals 50 – 5 (from her Aura ML45 Secondary Modifier) + 5 (Combat Group Sunsign modifier):

Nolora	Fate Roll 50	Roll 27	→	S	+1 SL · 1 FP

The Fate roll succeeds, costing one Fate Point. This increases her previous Shock Roll from a Failure to a Success, thus reducing the SHK7 to SHK6. With this result, Nolora is not stunned, but she still suffers the 10 impairment to the Torso zone from the S2 injury.

The GM requires PCs to make Morale Rolls when triggered, and Serious injury is a trigger. Since Nolora is not stunned, her player immediately rolls 12 against Initiative ML63—she remains steady.

NOLÓRA: MELEE EXAMPLE (2 OF 2)

ROUND 2

IR60 FALDRIK: Faldrik begins his turn incapacitated and so takes no action. At the end of his turn, he makes a **Shock Reroll** test with a –20 penalty (step 4, page 169):

Faldrik	Shock 60 – 20	Roll 34	→	S	Success

This immediately improves his Shock State to *stunned* (STN), lasting at least until the end of his next turn.

IR59 NOLORA: Nolora begins the turn with her bow unloaded. She has one arrow loosely attached to her belt—the GM allows a successful DEX or Archery test to enable her to reload it as a free action. Against Archery EML67 (Archery 77 – 10 impairment), a roll of 52 succeeds.

Then, as a 1-turn action, she selects the Shoot action at Galmos, a still target partially covered by a tree 100 feet away. The GM rules that the tree gives him protection in zones 6, 8, and 0. Within her point blank range (+10 bonus), but impaired by her torso injury (–10 penalty), she uses a d6 ZD and aims for ZN1:

Nolora	Archery 77 + 10 – 10	Roll 75	→	CS Strike

A CS strike versus a still target includes a Precision TA and a bonus TA. Nolora's player selects Impact (+4 strike impact for her P-aspect broadhead arrow). Two d6 are rolled and the player selects one of the results. The same d10 LD applies to both ZD rolls:

two d6 ZD	Roll 6, 6	→	Torso	or	Torso
d10 LD	Roll 3	→	Thorax		Thorax

Since both ZD results are zone 6, a second d10 LD is rolled from the Precision TA: a 4 is a Thorax strike! Fate Rolls are not allowed with zone dice, so her shot plunges into the tree next to Galmos' chest.

IR50 GALMOS: Galmos loads another light bodkin from nearby in the ground as a free action, and then takes the Shoot action at Nolora. From 100 feet away, his shot EML is the same as last round:

Galmos	Archery 40	Roll 69	→	F	Miss

The GM decides there is no chance for an errant shot hitting the intervening Faldrik since he remains on the ground.

ROUND 3

IR60 FALDRIK: Faldrik begins his turn stunned, deciding to crawl off the trail. Being stunned and prone are both Difficult Movement, so his full Effective Move 40—already reduced by 10 from the head injury—is halved twice to 10 feet. He is near cover, but still exposed. At the end of his turn, he makes a **Shock** test (step 4, page 169):

Faldrik	Shock 60	Roll 71	→	F	Failure

Failing, he remains *stunned* (STN) through the end of his next turn.

IR59 NOLORA: with the torso impairment reducing her Effective Move from 55 to 45, Nolora now has half Move 20. She draws her broadsword as a free action (gripping the bow in her left hand), selects the 1-turn Charge action, moves 20 feet, and engages and threatens Faldrik within the sword's 5-foot Engagement Zone.

Faldrik is prone, and still stunned, but uses his falchion to block her strike with a prone –20 penalty, and a default aim at her ZN2 (since she is standing). Using her sword's d6 ZD, Nolora aims at ZN4 (but with no –10 penalty since Faldrik is prone). They each test Melee:

Nolora	Melee 53	Roll 09	→	S	Strike
Faldrik	Melee 60 – 20	Roll 87	→	F	
	Stunned State	–1 SL	=	CF	Mishap

The opposed test results in a *two-star victory* for Nolora (S vs CF); and a *Stumble* mishap for Faldrik. His test roll was an 87 (F), worsened by one Success Level to a CF from being stunned. Odd-numbered ones dice are stumbles, but, since he is already prone, this is ignored.

Nolora selects Impact for the Tactical Advantage (+5 strike impact for E-aspect weapon). Her broadsword's d6 ZD and d10 LD are rolled:

d6 ZD	Roll 2	→	Torso (Aim ZN4 and roll of 2 equals ZN5)
d10 LD	Roll 3	→	Thorax

Her broadsword does d10 + 3P impact; her STR adds 1; and the Impact TA adds 5 for a total d10 + 8E impact:

d10+9E	Roll 6	→	15E

Faldrik's quilted coat has an AV4 against E-aspect thorax strikes

Strike Impact 15E – AV4 = Effective Impact 11E

This inflicts an **◇S3○** injury. Faldrik makes a Shock Roll:

Faldrik	Shock 60	Roll 44	→	S	SHK0

The injury inflicts SHK7 (Thorax 4 + S3 + 0), stunned. Since he was already stunned, the new stunned state worsens Faldrik to *incapacitated* (INC), as explained in the Shock section of the table on page 169. He also suffers *10 impairment* to the thorax (Body zone), which combines with the *10 impairment* from the skull injury in Action tests (page 170), and reduces his Move from 50 to 30.

The thorax location includes a grey circle (page 167); so step 3.3 of the Injury Sequence says the S3 injury is not a bleeder. Lastly, the S3 injury calls for an Injury Mishap check (◇), but the Torso (thorax) location does not induce one. Since Faldrik has just become Incapacitated, he remains prone, unaware, and unable to act, making a Shock Reroll at the end of his next turn. He owes two Morale Rolls, one from each Serious injury, but at this rate they might not matter.

IR50 GALMOS: Seeing Faldrik vanquished—again!—Galmos must test morale. A roll of 64 against Initiative ML50 is a failure, so he withdraws over the mountain crest.

ROUND 4

IR60 FALDRIK: Unable to act (INC), Faldrik makes a **Shock Reroll** with a –20 penalty at the end of his turn:

Faldrik	Shock 60 – 20	Roll 82	→	F	Extended Shock

Faldrik suffers Extended Shock HR5, which is, in effect, indefinite incapacitation for several hours (page 179).

IR59 NOLORA: Nolora considers pursuing Galmos but instead begins to bind Faldrik, who, while conscious, is unable to take action. She then begins treating the arrow wound to her chest.

TRAUMA

In addition to social interactions, travel, and combat, characters will likely face physical and mental trauma during their adventures. Most physical trauma affects the body, and most mental trauma, the mind. Some instances can damage both.

Physical Trauma

Perhaps the more common of the two types, physical trauma is divided into three categories:

Fatigue: an overall lack of energy that can result from arduous travel, lengthy battles, and spellcasting. Such exhaustion accumulates as fatigue, a penalty applied to almost all tests. It usually subsides with rest and sleep, but *weakness* fatigue can last throughout lingering ailments.

Injury: direct and more life-threatening damage to the body. Injuries manifest as specific states and effects, including bleeding, shock, and impairment.

Ailments: physical trauma other than fatigue and injury. This includes disease, malnutrition, poison, and conditions such as heat exhaustion and cold exposure.

Mental Trauma

Often as debilitating as bodily damage, mental trauma manifests in three ways:

Fear: a reaction to perceived danger, most commonly arising from the threat of violence. Characters rely on will, reasoning, and experience to withstand fear, whether responding to the stress of combat or resisting intimidation. Fear usually comes and goes quickly.

Certain strange sources of fear affect folk more intensely. Characters might face such *aberrance* from ghosts or bizarre beasts.

Stress: a longer-lasting response to severe trauma. The mental equivalent of physical injury, such stress can leave a character's psyche altered, sometimes permanently. The most frightening type of stress—the dreaded Shadow of Bukrai—can even rend a character's soul.

Aural Shock: the temporary disruption of the character's connection to the spirit world. While not permanent, Aural Shock prevents Esoteric Group skill and Aura tests.

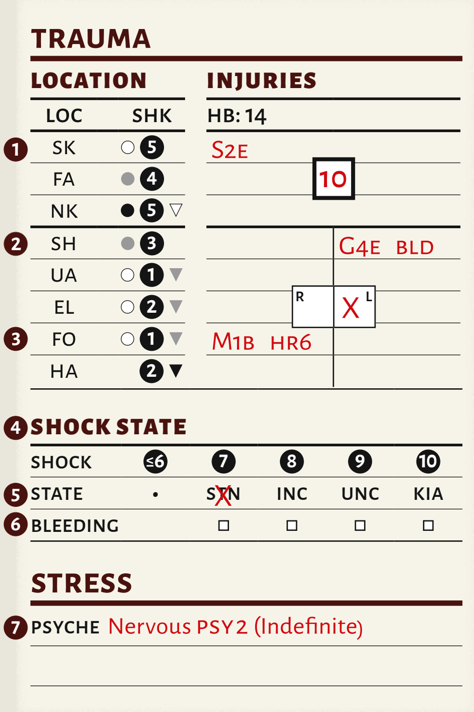
TRAUMA NOTATION

INJURY

❶ **Skull (SK)**: Eldir just suffered an S2E skull injury. The player notes the 10 Impairment in the Head Zone box, whose thick border implies that all actions and movement are penalised (page 170).

❷ **Shoulder (SH)**: Eldir suffered a G4E left shoulder injury earlier in the fight and overcame the Shock State and Morale test. Grievous injuries make the corresponding zone unusable (page 170), noted by the X-mark in the Left Arm zone box. The injury was also a Bleeder (BLD) because of the black circle next to the SHK3 in the second column (step 3.3, page 168).

❸ **Forearm (FO)**: the Healing Rate next to the M1B implies that Eldir suffered and received treatment for this injury before the current fight. Because the Treatment Roll produced HR6, there is no Impairment penalty in the Right Arm zone (page 182)—notice its empty white box. The injury is still recorded in order to track Compound Injury (step 3.1, page 168).



TRAUMA

LOCATION / **INJURIES**

	LOC	SHK	HB: 14
❶	SK	○ ❺	S2E
	FA	● ❹	10
	NK	● ❺ ▽	
❷	SH	● ❸	G4E BLD
	UA	○ ❶ ▼	
	EL	○ ❷ ▼	R L X
❸	FO	○ ❶ ▼	M1B HR6
	HA	❷ ▼	

❹ **SHOCK STATE**

SHOCK	≤6	7	8	9	10
❺ STATE	•	STN ✗	INC	UNC	KIA
❻ BLEEDING		☐	☐	☐	☐

STRESS

❼ PSYCHE Nervous PSY 2 (Indefinite)

SHOCK

❹ **Shock State Index**: the S2E skull injury inflicted SHK7 and the ensuing Shock Roll success (S) did not change it (page 169).

❺ **State**: the SHK7 from the skull injury leaves Eldir Stunned (STN); its Serious injury severity immediately triggers a Morale Roll (page 162). At the end of his next turn Eldir makes a Shock test to recover (page 169).

❻ **Bleeding**: while Eldir suffered a Bleeder from the G4E shoulder injury earlier in the current fight, bloodloss is not accounted until five minutes after the causal trauma. The white boxes will then be used to mark off accumulated Blood Loss Points (BP) from Blood Loss Advance Rolls (page 178).

STRESS

❼ **Psyche**: Eldir acquired the Nervous psyche trait and two PSY level in a previous encounter. The player has also noted that the duration is still Indefinite, leaving the chance that the trait will be removed during Psyche Stress Recovery (page 189).

WINDEDNESS

SOURCE	PERIOD	AMOUNT	SR
Climbing	5 minutes	PF	END
Invoking	Per invocation	0–10	·
Digging/Lifting	5 minutes	PF	END
Melee Fighting	5 minutes	PF	END
Run (Full Move)	5 minutes	PF	END
Spellcasting	Per spell	0–10+	·
Spirit Conflict	5 seconds	5	·
Sprint (Double)	5 seconds	PF	END
Swimming	1 minute	PF	END

Recovery: resting *10 minutes* reduces windedness fatigue by 5. Characters may benefit from one 10-minute rest every *hour*.

WEARINESS

SOURCE	PERIOD	AMOUNT	SR
Astral journey	Reembodiment	0–20	END
Cold Exposure	4 hours	5–10	·
Heat Exposure	4 hours	5–10	·
Sleep Deprived	24 hours	15	END
Summoning	Per spell	5–20	END
Swimming, slow	1 hour	5	END
Walking	4 hours	5	END

Recovery: resting *4 hours* reduces weariness fatigue by 5. Sleeping *8 hours* reduces it by 15. Characters may benefit from one 4-hour rest and one 8-hour sleep every *day*.

WEAKNESS

SOURCE	PERIOD	AMOUNT	SR
Anaemia	Per instance	5 per BP	·
Aural Shock	Per instance	5 per Lvl	·
Disease	Per instance	5–10	·
Malnutrition	Per instance	5–10	·
Infection	Per instance	5–10	·
Poison	Per instance	5–10	·
Psyche Stress	Per instance	5 per PSY	·

Recovery: weakness fatigue is indefinite, only abating as the character recovers from the given source according to the source's improved level. For example, fatigue from anaemia is reduced by 5 for each Blood Loss Point (BP) reduced.

Fatigue Recovery Example: *in the Trekking Fatigue example on page 149, Obris is ambushed after having accrued* 10 weariness fatigue *over a long day of hiking. He survives the attack but acquires* 5 windedness fatigue *during the struggle. Resting for 10 minutes afterwards removes the windedness. Having already benefited from a 4-hour rest at midday, his only option for the 10 weariness fatigue is sleeping through the night, which will then reduce it to 0.*

Physical Trauma

Characters might suffer fatigue, injury, and ailments while embarked on adventure. Although the GM can regulate the rate of exposure to such dangers, the rules reflect a milieu where PCs of all skill levels can never take lightly the consequences of suffering physical trauma.

FATIGUE

The least dangerous trauma, fatigue can nonetheless hamper a character's performance. It can manifest as the **windedness** experienced after sprinting; the **weariness** resulting from hiking; or the **weakness** induced by longer-term conditions like anaemia. While these various sources differ according to accrual and reduction, they all impart the same global effect called fatigue, measured in quantities of 5, and applied as a penalty to tests unless a specific rule states otherwise.

Fatigue Sources

The sidebar tables list the most common sources of fatigue, divided according to how the fatigue is felt and reduced—as windedness, weariness, or weakness. Each table includes the following information.

Period: how often fatigue is accrued.

Amount: how much fatigue accumulates per period.

Secondary Roll (SR): whether an Endurance (END) SR accompanies each period. A successful SR reduces the amount accrued by 5. Such END SR are not themselves modified by fatigue penalty.

PERSONAL FATIGUE (PF)

The windedness fatigue that characters gain from certain strenuous physical activity (see sidebar) can increase according to the burden of their gear and armour. Such accrual is measured by what is called Personal Fatigue (PF), equal to 5 plus their Encumbrance (ENC).

Stepped Accrual: for characters with high PF, the GM could implement accrual more frequently, applying 5 fatigue in subperiods. For example, those with PF10 could accrue 5 halfway through the period and 5 at the end (when the END SR is made to reduce it). With PF15, the periods are divided into thirds of 5 fatigue each; with PF20, quartered, and so on.

Fatigue Penalty

Fatigue applies as a trauma penalty to Success Tests and reduces Move.

Spirit: beings with a dormant soul who inhabit their body in the *physical* world do suffer fatigue penalty to Spirit tests. However, beings with an active soul in the *spirit* world do not.

Secondary Mastery: fatigue penalty does not apply to the attributes and skills used as a Secondary Modifier or in a Secondary Roll (page 62). Secondary Mastery is based purely upon *ML* Index.

Fatigue Recovery

Once gained, fatigue has either a temporary or indefinite duration. Temporary fatigue automatically abates after the given periods described in the sidebar (windedness and weariness). Indefinite fatigue lessens only as its associated condition abates (weakness).

INJURY

After a battle or encounter, characters who have sustained injuries must follow the **Healing Sequence** (sidebar) to determine their outcome. Some severe wounds that do not initially prove fatal might kill the character hours, days, or even weeks later. Others might heal only to leave the character impaired in some way. Central to these rules are the healer's *Physician* skill and the patient's *Healing Base*.

Physician Skill

Characters test Physician skill to treat patients in a variety of instances. Only one healer may make a Physician test on a patient at a given moment, but up to two other assistants may help (page 60).

TREATMENT

The Healing Sequence details different treatments for each injury. To give the patient the best chance of recovery, healers are required to administer the treatment as specifically described.

Equipment: healers must have certain supplies to perform some treatments. See *bandages* and *surgery tools* (page 120).

Self-treatment: conscious patients can treat their own Minor and Serious Injuries and Bleeding, unless the GM thinks circumstances or a disability would make it implausible.

No Treatment: most injuries left untreated will still heal on their own, although much less effectively. Bleeding is a fatal exception.

Healing Base

All characters have a Healing Base (HB) equal to the average of Endurance and Will, with fractions rounded up if END > WIL. Patients test a multiple of HB when they make Healing Rolls (step 6). Patients also use their HB when overcoming ailments such as disease and poison, detailed in a later section.

Estimated Healing Days: refer to the sidebar table for an estimation of how long injuries take to heal. The results are derived from rolls in the Healing Sequence that would leave the patient fully and safely recovered. This should not replace the detailed process a PC faces to overcome wounds; however, the GM might use the table for NPCs or to give players a general idea of how long it will take for their characters.

HEALING SEQUENCE

Take the following eight steps to treat an injured character. Each step is detailed in the highlighted Healing Sequence pages:

[1] Bleeding	page 178
[2] Extended Shock	page 179
[3] Coma	page 179
[4] Injury Type	page 180
[5] Treatment	page 180
[6] Healing	page 181
[7] Infection	page 181
[8] Impairment	page 182

Kèthîran Healing: however harsh the injury treatment rules seem, they still reflect the more advanced healing practices found on Kèthîra as compared with medieval Terra, especially in terms of stopping blood loss and preventing infection. Patients likely have the shared lore of Elder Folk to thank for this greater efficacy.

The Healing Sequence addresses purely mundane techniques. Refer to the *Herblore* skill entry for exotic potions that grant bonuses to many of the tests; esoteric healing includes the *Healing talent, Fyvrian spells,* and *elixirs*.

ESTIMATED HEALING DAYS

The table below estimates how many *days* an injury of the given Severity (M, S, G) will take to have its Injury Level reduced by 1 using the Healing Sequence. This varies by the healer's Physician ML (PHY) and the patient's Healing Base (HB). The results exclude the chances of Infection and Impairment (pages 181–182).

PHY	HB	M1	S2–3	G4–5
≤ 29	≤ 8	11	17	29
	9–12	9	12	23
	13–16	6	9	17
	≥ 17	5	7	14
30–49	≤ 8	10	16	21
	9–12	8	12	16
	13–16	6	8	12
	≥ 17	5	7	10
50–69	≤ 8	9	14	21
	9–12	7	10	16
	13–16	5	7	11
	≥ 17	5	6	8
≥ 70	≤ 8	8	13	16
	9–12	7	10	12
	13–16	5	7	9
	≥ 17	5	6	7

Example: *an S3 injury treated with Physician ML71 for a patient with HB14 usually takes 7 days to heal to an S2, a further 7 days to heal from an S2 to an M1, and 5 days to heal completely (19 days total).*

HEALING SEQUENCE

❶ BLEEDING

Healers must first stop bleeding injuries before attempting any other treatments. A single bleeding injury represents an amount of exsanguination that will likely prove lethal in 10–15 minutes. Such blood loss does not stop on its own.

BLOOD STOPPAGE ROLL

A healer may attempt a Blood Stoppage Roll once every *5 minutes* with the Cauterisation or Staunch treatments. If treating more than one bleeding injury in the same 5-minute period, the healer makes separate tests for each one, applying a cumulative –10 penalty to all tests per treated bleeder beyond one.

	PHYSICIAN TEST
CF	**BLEEDING CONTINUES**: healer does not stop the bleeding; patient makes a Blood Loss Advance Roll (below). Healer may then try again.
F	**BLEEDING CONTINUES**: as for CF, but the healer receives +10 bonus to the next Staunch treatment roll for the same bleeder.
S	**BLEEDING STOPPED**: the healer stops the injury's bleeding *after* the patient makes one more Blood Loss Advance Roll.
CS	**BLEEDING STOPPED IMMEDIATELY**.

BLOOD LOSS ADVANCE ROLL

Victims make a Blood Loss Advance Roll for each bleeder once every *5 minutes* until bleeding is stopped or they die. This roll is made after each Blood Stoppage Roll (if there is one). The test is against STRENGTH, reflecting the patient's size and thus blood volume (exclude all fatigue and impairment penalties). Each roll accumulates 0–3 Blood Loss Points (BP):

	STRENGTH TEST
CF	**BLOOD LOSS**: victim accrues 3 BP this period.
F	**BLOOD LOSS**: victim accrues 2 BP this period.
S	**BLOOD LOSS**: victim accrues 1 BP this period.
CS	**NO BLOODLOSS**: victim accrues no BP this period.

For each accumulated BP, check off a box in the character's SHOCK STATE table, moving left to right.

SHOCK	•	STN	INC	UNC	KIA
STATE	BP	☐	☐	☐	☐

As each box is checked off, the patient suffers the corresponding Shock State, dying upon acquiring the fourth BP (KIA).

- A STN, INC, or UNC blood loss Shock State remains until all bleeding is stopped. The character then automatically removes the STN state; or makes a Shock Reroll test if INC or UNC (see step 4 of Injury Sequence, page 169).
- The character suffers 5 weakness fatigue per BP from *anaemia*. This remains until the blood naturally regenerates (step 6).

Beasts other than Folk are assumed to be of their average, relative Strength, so their Bleeding rolls are against ML50.

TREATMENTS

This table is referenced during steps 1 and 5. If the requirements of a given treatment cannot be met, then the healer cannot perform it and the injury is deemed untreated.

ABBR.	DESCRIPTION	TIME
AMP	**AMPUTATION**: the only treatment for Grievous Frost limb and facial feature injuries; it itself inflicts a new Edge injury and very likely a Bleeder. Grievous Frost injuries to all other locations have no treatment—they are automatically *grim wounds* (page 180).	1 MIN
CAU	**CAUTERISATION**: a hot metal tool sears a bleeding injury, granting +30 bonus to the Blood Stoppage Roll. Cauterisation increases the chance for an injury's infection during recovery: the step 6 Healing Roll is a CF if the ones die of failures is 3, 5, 8, or 0.	5 MIN
CLN	**CLEAN & DRESS**: requires water and bandages; Serious E & P injuries also require needle and thread.	5 MIN PER IL
CMP	**COMPRESS**: healer applies a cool, wet cloth or bandage. If frozen, include +10 bonus.	15 MIN
EXT	**EXTRACTION**: arrows and bolts causing an S3, G4, or G5 injury are impaled in the target. Healers extract them with a surgery tool called an arrow spoon. A F or CF Treatment Roll with a G injury causes a Bleeder. All treatment success levels result in projectile removal.	30 MIN
SET	**SET & SPLINT**: simple fractures are stabilised with a splint (such as a stick or even rolled up clothing).	15 MIN
STA	**STAUNCH**: applying pressure with a bandage to stop bleeding. Includes CLEAN & DRESS. Using a tourniquet on a limb bleeder grants +20 bonus.	5 MIN
SUR	**SURGERY**: includes CLEAN & DRESS treatment; requires surgery tools. A F or CF Treatment Roll causes a new Bleeder.	30 MIN
WRM	**WARMING**: slow warming using blankets, another person's body, or the low heat of a fire.	2 HR

TIME: roughly how long it takes the healer to perform the treatment.

❶ ***Bleeding example****: a character suffers a* G4E *right shoulder injury, fails both the Shock and Shock Reroll, and ends up in Extended Shock (INC). Step 3.3 of the Injury Sequence indicates that such an injury is also a Bleeder.*

The battle ends a few rounds later, with the character in an unaware state from the extended shock. Five minutes pass and the character makes a Blood Loss Roll—the Strength ML60 test is a Failure (F), inflicting two Blood Loss Points (BP). This results in Incapacitation, but the character falls unconscious (UNC), having been Incapacitated to begin with (INC while INC equals UNC).

An ally arrives and begins the Staunch treatment. Five more minutes pass and the ally tests Physician ML40. A Success (S) stops the bleeding, but the character must make one last Blood Loss Roll. A Success (S) induces one more BP, for a total of three. The character was already UNC, so the UNC from blood loss has no other effect. The bleeding is stopped, but the character has 15 weakness fatigue from anaemia and must face the Extended Shock (UNC) trauma in step 2.

HEALING SEQUENCE

② EXTENDED SHOCK

Incapacitated (INC) or Unconscious (UNC) characters who failed a Shock Reroll test (page 169) suffer Extended Shock. They exhibit a sickly pallor, cold sweats, weakness, and nausea. Such characters retain their Shock State indefinitely.

INC: character is unaware and incoherent but may make a Difficult half Move if supported by another and if injuries permit it. Personal Fatigue is accrued every *10 minutes* when making such movement.

UNC: character is unaware, helpless, and may not take actions.

EXTENDED SHOCK COURSE ROLL

Every *four hours* the character makes a Course Roll. This is a test of Healing Base (HB) times Healing Rate 4 or 5, as indicated earlier in the Shock Reroll table (page 169).

Fatigue: characters *do not recover from fatigue* while suffering Extended Shock, and any accrued fatigue applies as a penalty to the Course Roll.

Treatment: a healer may grant a bonus to the patient's Extended Shock Course Rolls equal to *5 times the star result* of a Physician SV test (one test per healer per patient; apply single highest healer's bonus).

Arcane Recovery: an immediate Course Roll or the single-highest test bonus resulting from an arcane source may be applied (page 213).

HEALING BASE × HEALING RATE		
CF	−2 HEALING RATE	Modify HR by the given amount. When HR falls to 0 or less, the patient dies; when HR rises to 6 or more, the patient no longer suffers Extended Shock and is no longer INC or UNC.
F	−1 HEALING RATE	
S	+1 HEALING RATE	
CS	+2 HEALING RATE	

② ***Extended Shock example**: the character from the step 1 example suffered a* G4E *right shoulder injury and Extended Shock (UNC). The causal Shock Reroll test was a Failure (F), so the Extended Shock HR is 5. A Healing Base 13 and 15 weariness fatigue give EML50 for the Extended Shock Roll (HB13 × HR5 – 15 fatigue). The character is attended by an ally who generates a Physician SV5, increasing this to EML55 (+5 bonus).*

Four hours pass and the roll is 93—a Failure (F) that reduces the HR to 4, adjusting the next EML to 42 (HB13 × HR4 – 15 fatigue +5 bonus from the ally).

Four more hours pass and the next roll is 41—a Success (S) that increases the HR to 5, returning the next EML to 55.

The next roll is 13—Success (S) for HR6. After a total 12 hours, the character has recovered and become conscious, now able to receive treatment for the G4 shoulder injury (steps 4–5).

PHYSICAL TRAUMA ROLLS

Three types of physical trauma rolls are referenced in the game:

Advance Rolls determine the life-threatening effects of blood loss (page 178), exposure (page 185), and malnutrition (page 186).

Course Rolls determine the effects of extended shock (above left), coma (above right), infection (page 181), disease (page 184) and poison/toxins (page 186).

Healing Rolls resolve the recovery from injuries (page 181), blood loss (page 181), exposure (page 185), and malnutrition (page 186).

③ COMA

Unconscious (UNC) characters who get a Critical Failure (CF) on a Shock Reroll test (page 169) fall into an indefinite coma that lasts beyond the duration of Extended Shock (which itself still requires resolution in step 2). While in a coma, characters are unaware and may neither move themselves nor take actions.

When a character falls into the coma, subtract the *Location Shock* and *Injury Level* of the injury that induced the coma from twelve (12). The result is the initial Coma Healing Rate (HR) used in the accompanying Course Roll, below:

COMA HR = 12 − LOCATION SHOCK − INJURY LEVEL

COMA COURSE ROLL

Every *d10 days* the character makes a Course Roll. This is a test of Healing Base (HB) times the initial Healing Rate determined above.

Fatigue: once they no longer suffer Extended Shock, characters *recover from fatigue normally* while in a coma. With Course Rolls every d10 days, only weakness fatigue is likely to apply as a penalty.

Treatment: no Physician test helps coma recovery; however, not being in a restful, sheltered environment induces –20 penalty.

Arcane Recovery: an immediate Course Roll or the single-highest test bonus resulting from an arcane sources may be applied (page 213).

HEALING BASE × HEALING RATE		
CF	−2 HEALING RATE	Modify HR by given amount. When HR falls to 0 or less, the patient dies; when HR rises to 6 or more, the coma ends but induces *weariness* fatigue equal to its length in days (round down to nearest 0 or 5).
F	−1 HEALING RATE	
S	+1 HEALING RATE	
CS	+2 HEALING RATE	

AREA INJURY TREATMENT

Fire or frost impact to a single location follows the Healing Sequence like any other discrete injury. However, *Area fire* and *frost* injuries imply a diffuse coverage over the body—roughly 15 to 20 per cent coverage per Severity Level—and so function differently in several respects:

SHOCK

Area G4F and G5F injuries that do not kill the target from shock are always *grim wounds* (page 180) regardless of treatment. Only esoteric measures can save the patient.

TREATMENT ROLLS (HEALING STEP 5)

Healers make a single Treatment Roll for an Area injury, but the Physician ML test includes an additional *–20 penalty* to the Treatment Difficulty modifier in the Treatment Roll table.

HEALING ROLLS (HEALING STEP 6)

A CF occurs on a failed Healing Roll when the ones die is a 3, 5, 8, or 0 (instead of just a 5 or 0).

IMPAIRMENT (HEALING STEP 8)

Area injuries impair all actions & movement like *head* injuries.

HEALING SEQUENCE

④ INJURY TYPE

Once a patient's bleeding and extended shock end, a healer may treat an injury. The Injury Type is defined by its aspect and severity:

ASPECT

Treatment varies according to the strike aspect that inflicted the injury—Blunt, Edge, Point, Projectile, Fire, or Frost. Projectile is a type of Point aspect caused by arrows and bolts.

SEVERITY

Treatment also varies according to whether the injury is Minor (M), Serious (S), or Grievous (G).

⑤ TREATMENT

Find the Injury Type among the TREATMENT ROLL tables to the right. The abbreviation in the TRT row refers to the required treatment as described in the TREATMENTS table (page 178).

TREATMENT ROLL

The healer performs the treatment and then tests **Physician**, modified by the following factors:

Treatment Difficulty: each treatment has a mandatory Modifier (MOD) that reflects its complexity.

Treatment Delay: for each day that has passed since the injury occurred, apply –5 penalty.

The Success Level usually produces a *Healing Rate* (HR) for the patient's injury. Several other results can also occur—see the key below the table (bottom right).

A given healer or assistant may be involved in only one Treatment Roll per injury per patient.

MULTIPLE TREATMENT ROLLS

Multiple healers may each attempt a Treatment Roll for the same injury only if the subsequent healers have a higher Physician Index than all previous ones. Only the highest Success Level applies, except a CF Treatment Roll by any healer replaces all other results.

GRIEVOUS INJURY MAXIMUM HR

The maximum attainable HR for a Grievous Injury equals the healer's Physician Index (or the CF level, if higher). The HR cap brings the other effects commensurate to its level. For example, a healer with Physician Index 3 who gets a CS for a G4 Edge Injury imparts an HR3 with a *bleeder* and a chance of *impairment* and *infection*—not an HR5.

UNTREATED INJURY

An injury that does not receive an actual Treatment Roll has all the treatment characteristics of a CF result for its given injury type.

GRIM WOUND

A Grievous Injury with CF treatment—either rolled or imparted from lack of treatment—is termed a grim wound. Grim wounds force the victim to make a Shock Roll (step 4, page 169) *once per day* after incurring the trauma until it is no longer Grievous or the treatment is no longer CF. Use the wound's Location Shock for step 4.1.

TREATMENT ROLL

BLUNT	M	S	G
CF	HR4	HR3■	HR2▣
F	HR5	HR4■	HR3▣
S	HR6□	HR5	HR4■
CS	HEAL	HR6	HR5
TRT	CMP	SET	SUR
MOD	+30	+10	0

EDGE	M	S	G
CF	HR4	HR3	HR2▣
F	HR5	HR4	HR3▣
S	HR6□	HR5	HR4■
CS	HEAL	HR6	HR5
TRT	CLN	CLN	SUR
MOD	+20	+10	0

POINT	M	S	G
CF	HR4	HR3■	HR2▣
F	HR5	HR4	HR3▣
S	HR6□	HR5	HR4■
CS	HEAL	HR6	HR5
TRT	CLN	CLN	SUR
MOD	+10	0	−10

PROJECTILE	M	S	G
CF	HR4	HR3■	HR2▣
F	HR5	HR4■	HR3▣
S	HR6□	HR5	HR4■
CS	HEAL	HR6	HR5
TRT	CLN	EXT*	EXT
MOD	+10	0	−10
BRD	0	−20	−30

FIRE	M	S	G
CF	HR4	HR2	HR1■
F	HR5	HR3	HR2■
S	HR6□	HR4	HR3■
CS	HEAL	HR5	HR4
TRT	CMP	CLN	CLN
MOD	+20	+10	0

FROST	M	S	G
CF	HR4	HR3■	G5E●
F	HR5	HR4	G4E●
S	HEAL	HR5	S3E●
CS	HEAL	HR6	S2E
TRT	WRM	WRM	AMP
MOD	+40	+20	0

TRT **TREATMENT**: the injury's required treatment (page 178).
☐ (Box around SUR, EXT, OR AMP): Treatment Roll includes the healer's DEX Secondary Modifier.
EXT* S3 injury only; S2 injury uses CLN treatment.

MOD **MODIFIER**: the modifier to the Treatment Roll.
BRD **BROADHEAD**: the modifier from a broadhead projectile.

HR **HEALING RATE**: the 1–6 multiple used in the Healing Roll.
□ The treatment eliminates the 5 impairment, but the healing process still takes place (step 6).
HEAL The treatment immediately heals the injury.

▨ **INFECTION CHANCE**: there is the chance for Infection (steps 6–7). Darker grey is also a Grim Wound (see left).

■ **IMPAIRMENT**: the injury's location might suffer permanent Impairment (step 8).

E **S2–G5 EDGE INJURY**: the patient suffers the given injury from the Amputation treatment.

● **BLEEDING**: the patient suffers bleeding.

▣ **IMPAIRMENT & BLEEDING**: both, as above.

INJURY DESCRIPTIONS

SEVERITY	BLUNT	EDGE	POINT	PROJECTILE	BURN	FROST
MINOR	bruise/minor fracture	1"–2" long cut or tear	1" deep puncture	shallow puncture	red and dry skin	numb and swollen skin
SERIOUS	hairline/simple fracture	2"–6" long cut or tear	1"–3" deep puncture	puncture/impalement	blistered, swollen skin	clear or milky blisters
GRIEVOUS	compound fracture	deep, long cut or tear	3"+ deep puncture	deep impalement	white or charred skin	bluish skin/blackened crust

⑥ HEALING

Patients make Healing Rolls to determine how quickly injuries heal and blood loss is restored.

Arcane Recovery: an immediate Healing Roll or the single-highest test bonus from an arcane sources may be applied (page 213).

INJURY HEALING ROLL

A patient makes a separate Healing Roll for each injury every *five days* after incurring it. A Healing Roll is a test of **Healing Base (HB) times the injury's Healing Rate (HR)**.

Cauterisation: failed Healing Rolls of injuries whose bleeders were stopped by the Cauterisation treatment are Critical Failure when the ones die result is a 3, 5, 8, or 0.

	HEALING BASE × HEALING RATE
CF	NO EFFECT: there is no healing this period. If the treatment left the chance for infection, then the injury also becomes infected (step 7).
F	NO EFFECT: there is no healing this period.
S	HEALING: reduce the Injury Level by 1. When reduced to 0 or less, the injury is fully healed.
CS	HEALING: as above, but reduce the Injury Level by 2.

Severity Reduction: as injury level lessens, the injury severity does as well at certain points—from G4 to S3; and then from S2 to M1. When severity changes, the effects described under Injury Effects (page 170) and Impairment (step 8, page 182) alter accordingly.

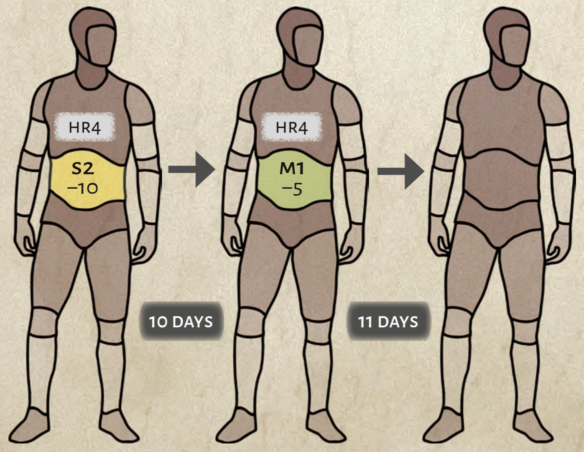
Random Option: if the precise timing is important to the campaign's narrative, the static five-day healing period can be randomised with a roll of d3+3 (four to six days; roll for each period).

BLOOD LOSS HEALING ROLL

A patient who has accumulated Blood Loss Points suffers 5 weakness Fatigue per BP due to *anaemia*. Every *ten days* after suffering the blood loss, the character tests **Endurance** to regenerate the blood (apply only weakness penalty other than that from anaemia):

	ENDURANCE TEST
CF	NO EFFECT: no regeneration during this or the next period; then reroll.
F	NO EFFECT: no regeneration; reroll next period.
S	BLOOD REGENERATED: reduce BP by 1. Fatigue penalty lessens by 5.
CS	BLOOD REGENERATED: as above, but reduce BP by 2 and Fatigue by 10.

⑥ **Healing example**



⑦ INFECTION

An injury whose treatment carries the possibility for infection is noted by the ░ or ▓ shade in the TREATMENT ROLL tables. Such an injury becomes infected when one of its Healing Rolls is a CF in step 6. If this happens, Healing Rolls for all *injuries* must cease until the patient defeats the infection.

INFECTION COURSE ROLL

The patient makes an Infection Course Roll **once per day**. This is a test of Healing Base times a Healing Rate equal to the injury's own Healing Rate plus 1 (maximum HR5). For instance, an injury with HR3 has infection HR4.

Treatment: an attending healer may grant a bonus to the patient's Infection Course Rolls equal to the *SV* of a **Physician** SV test.

Amputation: amputating an infected limb also defeats infection; follow the Amputation treatment as for frost injuries (page 178).

Arcane Recovery: an immediate Course Roll or the single-highest test bonus from an arcane sources may be applied (page 213).

	HEALING BASE × INFECTION HEALING RATE	
CF	−2 HEALING RATE	Adjust the HR by the given amount. When HR falls to 0 or less, the patient dies; when HR rises to 6 or more, the infection is defeated, and other injuries resume healing.
F	−1 HEALING RATE	
S	+1 HEALING RATE	
CS	+2 HEALING RATE	

INFECTION WEAKNESS

While suffering from an infected wound, the patient accrues an amount of weakness fatigue according to the Infection HR:

INFECTION	EFFECT
HR 1–2	10 WEAKNESS FATIGUE
HR 3–4	5 WEAKNESS FATIGUE
HR 5	NONE

⑤ ***Treatment example****: a character with an S2 edge injury to the abdomen receives a failed (F) Treatment Roll. The injury has Healing Rate 4 and the chance for infection. It also imparts 10 impairment (step 8).*

⑥ ⑦ ***Healing–Infection example****: the character with the S2 abdomen injury has a Healing Base 13. After five days, the first Healing Roll is made against EML52 (HB13 × HR4). The roll is 62—failure and no effect. Five days later another Healing Roll is made and the result is 24—success, reducing the S2 injury to M1. The 10 impairment is reduced to 5 impairment because of the injury's HR4; if the injury's HR had been 6, the M1 injury would have no impairment (step 8, page 182).*

Five more days pass and the next Healing Roll is 95—CF; no reduction and the injury is now infected. Since the abdomen injury has HR4, the daily Infection Healing Rolls have HR5, or EML65 (HB13 × HR5). The first is made one day later and the roll is 42—Success (S); the infection HR improves to 6, ending the current infection.

Five days later Healing Rolls resume and the result is 42—success against EML52. The M1 is reduced by one Injury Level, so the injury has completely healed after 21 total days.

⑧ IMPAIRMENT

Over the course of healing, a Minor injury might impart 5 *impairment* to the location's body zone; a Serious injury imparts 10 *impairment*; and a Grievous injury makes the zone *unusable*.

INDEFINITE IMPAIRMENT

The effects of impairment are usually indefinite.

Minor Injury: the 5 impairment exists only if the injury's *HR is 5 or less*; if so, the impairment lasts until the injury heals.

Serious Injury: the 10 impairment of a Serious injury lasts until it heals to a Minor injury. At that point, it impairs as a Minor Injury—5 impairment with HR5 or less; no impairment with HR6.

Grievous Injury: when a Grievous injury heals to Serious, the location's zone can be used but now suffers 10 impairment. When it heals to Minor, there is 5 impairment only with HR5 or less.

PERMANENT IMPAIRMENT

An injured location whose treatment includes a black box (■) might induce permanent impairment.

Healing Days: for every 20 days it takes the injury to heal to a Minor injury, the location's zone accrues 5 *permanent impairment*. The total includes days spent fighting off infection (step 7).

DAYS	IMPAIRMENT
< 20	NONE
20–39	5 PERMANENT
40–59	10 PERMANENT
60–79	15 PERMANENT
80–99	20 PERMANENT
100+	25 PERMANENT

Minor and Serious Injury: permanent impairment overlaps with indefinite impairment—only the higher of the two applies at a given moment for the same injury (see example ⑧).

Grievous Injury: since a Grievous injury makes the zone unusable, accrued permanent impairment is ignored until the location heals to a Serious Injury. From then on, only the higher of permanent or indefinite impairment applies.

Permanent impairment affects Impaired tests and Move just like indefinite impairment (page 170). For example, the 10 permanent impairment from a badly healed pelvis injury reduces Move and applies to almost all Physical, Combat, and Agility tests.

Permanent impairment penalty is recorded in the same box as that for indefinite impairment, but the player must either circle it as a reminder of its permanency or record this fact in the Notes section.

CONCENTRATION

The loss of concentration is a special type of impairment. Characters must be able to maintain it in order to perform *1+ round actions* in combat (page 160), and other long-term tasks, like difficult climbs and crafting. Concentration is also required for all esoteric actions, no matter how long they take, including spellcasting and invocation, spell and alchemical research, entering a trance, or giving divinatory readings. The rules specify other endeavours that require concentration, and the GM may call for it in unique cases. A Will test could be made to determine whether it is broken by trivial distractions (*shouting*, *shoving*).

The following states, conditions, and trauma automatically interrupt and prevent any action requiring concentration.

Stunned (STN)*	Grievous Skull Injury
Incapacitated (INC)	Grim Wound (page 180)
Unconscious (UNC)	Afraid, Terrified, or Catatonic.

*Character is still aware but tests Awareness at -1 success level.

▣ SERIOUS INJURY AGGRAVATION OPTION

As an optional rule, using a location with a Serious injury could bring some risk of aggravating wounds.

Actions: an Impaired test that results in Critical Failure (CF) requires a separate **Shock SR** for each Serious injury whose zone was used in the action. A failure reduces the injury's Healing Rate by 1 down to a minimum HR1. For an untreated injury, this reduction is carried to the HR resulting from future treatment.

Move: moving while suffering a Serious head, torso, or leg injury requires an **Agility** test every turn at a full Move (or with the Charge action); or every four hours at a half Move. A CF triggers an aggravation Shock SR (as above). Double Moves are not allowed.

RATE	AGL TEST PERIOD
HALF MOVE	PER FOUR HOURS
FULL MOVE	PER TURN
CHARGE	PER TURN
DOUBLE MOVE	NOT ALLOWED

***Example**: taking the Charge action with a Serious torso injury requires an AGL test each turn: a CF forces the Shock SR to check for aggravation.*

A CF Impaired test while using a Serious injury—that induces the Shock SR check— also induces one for each *Grievous* injury that might plausibly be aggravated by the CF action.

While zones with Grievous injury usually cannot be used in the first place, a character who *chooses* to take action anyway automatically achieves a CF (see page 170) and, with this option, must then also check it for aggravation with a Shock SR.

⑧ ***Impairment example**: a character suffers a* G4E right shoulder *injury and receives* HR3■ *treatment. The right arm zone is unusable (G4); and might incur permanent impairment even after healing (■). There is also the chance for infection throughout its healing ( ).*

Assume it takes three healing rolls to reduce the G4 to an S3 injury (15 days). The shoulder can now be used but with 10 indefinite impairment. It then takes one more healing roll to lessen it to an S2 injury (20 days total). As indicated in the step 8 table, the right arm zone accrues 5 permanent impairment because its recovery has so far taken 20 days. However, the…

…10 indefinite impairment from being a Serious injury is what currently applies, since it is the higher of the two penalties.

The next healing roll is a success, improving the S2 to an M1 injury. The 5 permanent impairment to the right arm zone remains because it took 25 days to heal to a Minor injury. The usual 5 indefinite impairment of a Minor injury with a HR5 or less is subsumed in the 5 permanent penalty. Healing rolls continue in order to check for infection (Healing Sequence step 7) and compounding during interim battles (Injury Sequence step 3.1).

Once the injury is fully healed, the player notes the 5 permanent impairment in the white box of the Right Arm zone.

AILMENTS

In addition to fatigue and injury, characters may face a variety of physical trauma called ailments: *asphyxia*, *disease*, *exposure*, *malnutrition*, *poison & toxin*, and *sleep deprivation*. Injury *infection* and *anaemia* are also ailments, but their rules are in the Healing Sequence (page 178).

Arcane Recovery: certain Fyvria spells, the Healing talent, and Healing elixir can all assist a patient's recovery from ailments. The assistance is a test bonus, or an immediate Healing, Course, or Advance Roll. For the three Roll types resulting from such arcane sources, all failures (F or CF) simply have *no effect*—only successes apply to the respective tables.

Asphyxia

Characters who cannot get enough air suffer asphyxia. Whatever the source—choking, drowning, smoke inhalation—the course of asphyxia is measured by how long characters can resist it by holding their breath.

Breath-holding: characters may hold their breath for a base number of five-second rounds equal to their Endurance (END) attribute. The number of base rounds is extended by the SV result of a **Will** SV test. Once characters can no longer hold their breath, they fall unconscious and die in half END attribute score plus d10 rounds.

One-half Swimming ML may replace END to figure base rounds. For example, a character with Swimming ML56 and END 12 has a base of 28 rounds rather than 12.

Asphyxia Fatigue and Recovery: holding your breath for more than half your maximum capacity induces 5 windedness fatigue upon completion. Characters who actually fall unconscious—but are saved before death—must apply the success level result of an *Endurance* test on the Shock Reroll table (page 169), without its usual –20 penalty.

Disease

When characters face contracting a disease, follow the eight steps on this and the next page (referring to the Disease tables in the sidebar).

[1] Transmission: the way a disease passes between victims is called transmission. There are four methods (see sidebar).

[2] Contagion Roll: if exposed to its transmission, characters make a Contagion Roll equal to Contagion Index (CI) times Endurance (END). Each disease has a CI between 1 and 5 that measures how easily a character contracts it (select or roll d20 for it in the bottom sidebar table). The lower the CI, the more contagious the disease.

[3] Onset: characters who fail the Contagion Roll contract the disease. The time between contracting it and the first symptoms appearing is called onset. Most diseases have an onset of *d6* days (halve the result if the Contagion Roll was a CF). Roll this randomly each time a character contracts a disease; the onset of the same disease can vary.

[4] Symptoms: characters who contract a disease begin to express its symptoms after the onset period. Generate symptoms by rolling four separate d10s on the sidebar table (do not reroll duplicate results).

[5] Virulence: how strongly a disease attacks is called virulence, measured by the Healing Rate (HR) it imparts when characters first contract it (select or roll for it). Extremely lethal diseases have HR1–2.

STRANGLEHOLD

Strangulation restricts blood flow to the head, not the air flow as in asphyxia. To attempt to strangle a target, the combatant makes a Melee attack with an Unarmed (Grab).

Awareness: whether the target is aware, unaware, or helpless (page 158) greatly affects the Grab attack.

Grab: a successful Grab Attack induces a Grab Roll (page 106). An attacker who wins this then selects the Hold suboption. A strike to the Head location induces the stranglehold.

Stranglehold: each full round thereafter that the Grab is maintained, the victim makes a Shock Roll against SHK7. Once reached, unconsciousness lasts only 3d6 rounds if the stranglehold is immediately released.

DISEASE TABLES

TRANSMISSION

METHOD	EXAMPLES
Airborne	coughing · sneezing
Contact	touching · cuts
Digested	water · food
Vector	creature bite

CONTAGION ROLL

CONTAGION INDEX × END	
CF	**CONTRACTED QUICKLY**: disease contracted; roll the Onset Die and halve the result.
F	**CONTRACTED**: disease contracted; roll the Onset Die.
S	**AVOIDED**: disease avoided.
CS	**AVOIDED**: disease avoided; increase Contagion Index by one the next time the character is exposed to the same disease.

SYMPTOMS

D10	SYMPTOM	D10	SYMPTOM
1	Chills	6	Headache
2	Coughing	7	Lesions/rash
3	Diarrhoea	8	Pain
4	Dizziness	9	Swelling
5	Fever	0	Vomiting

CONTAGION INDEX

D20	INDEX
1–3	1
4–9	2
10–17	3
18–19	4
20	5

VIRULENCE HR

D20	HR
1–2	1
3–5	2
6–12	3
13–16	4
17–20	5

SAMPLE DISEASE

The GM may also use the Disease routine to generate unique diseases.

***Disease example**: the GM selects contact as the type of transmission (step 1) and decides it will be from the excrement of seagulls, numerous throughout the kingdom's coastal towns.*

Two d20 are rolled in the sidebar tables on page 183, one for a random Contagion Index (CI) and one for the Virulence Healing Rate (HR). A roll of 7 generates CI2; and a 15 gives HR4—contagious but not very lethal.

Four d10 are rolled for symptoms in step 3: 8 (pain), *3* (diarrhoea), *0* (vomiting), *and 7* (rash). *The GM decides these symptoms will occur in the order they were rolled: abdominal cramps (pain) appear first near the end of the onset, followed by simultaneous diarrhoea and vomiting throughout its course, with a blotchy rash appearing on the chest and arms if a victim reaches HR3.*

When both diarrhoea and vomiting begin, victims unable to consume double their resting water requirements will suffer –20 penalty on Course Rolls in step 6. Herbal Curatives can offer a bonus (page 75). Given the maritime theme of the campaign, the GM names the disease the Sea Plague. *While more ominous sounding than its actual lethality, even a single failed Course Roll will debilitate an active PC.*

***Sea Plague Course Example**: Faldrik arrives in Gythrun, a small coastal town currently afflicted by the Sea Plague. A test roll against his END12 × CI2 results in 31, a Failure (F) and a contraction of the disease. The GM rolls a 3 for the d6 Onset, the number of days after arrival when Faldrik starts to feel body aches (the* pain *symptom) and gains 10 weakness fatigue (from the initial HR4). On day four, a Course Roll is made against ML44 (his HB11 × current HR4)—a 57 (F) reduces the HR to 3, leaving Faldrik Stunned (replacing the 10 fatigue) and with* pain *and* diarrhoea. *The next day the Course Roll is 11 (a Success against ML33), returning the Outcome to HR4 (10 weakness fatigue) with only the pain. On day 6, Faldrik fully recovers to HR6 with a CS Course Roll—he has survived.*

[6] Treatment: the ability of Kethirans to cure virulent disease is very limited. After symptoms present, a healer may make a **Physician Success Value** test. The SV result applies as a bonus to the patient's ensuing Course Rolls in step 7 (below).

Self-treatment: characters may only self-treat diseases with an initial HR of 4 or 5.

[7] Course Roll: *each day* after the onset period, the character makes a Course Roll, a test of the character's Healing Base times the Healing Rate (**HB × HR**), modified by treatment (step 6). The result determines the disease's new Healing Rate.

DISEASE COURSE ROLL

	HEALING BASE × HEALING RATE	
CF	−2 HEALING RATE	Adjust the disease's HR by the given amount. Find the new HR on the OUTCOME table in step 8 to determine the effect of the disease's progress.
F	−1 HEALING RATE	
S	+1 HEALING RATE	
CS	+2 HEALING RATE	

[8] Outcome: starting with the result of the first Course Roll after onset, locate the current HR on the following table to see the associated outcome. When HR improves to 6, the patient defeats the disease. With each lowering of HR, the ailment worsens. If it reaches HR0, the character dies. Outcomes do not combine; the patient's most recent outcome replaces the previous one.

HR	OUTCOME	
HR6	AILMENT DEFEATED	Disease defeated.
HR5	5 WEAKNESS FATIGUE	Character acquires the condition that corresponds to the current HR. These outcomes last indefinitely, until replaced by a different condition of a new HR.
HR4	10 WEAKNESS FATIGUE	
HR3	STUNNED	
HR2	INCAPACITATED	
HR1	UNCONSCIOUS	
HR0	DEAD	Patient dies.

Symptoms: an ailment's symptoms usually all present at its onset, but sometimes they might gradually appear in stages from HR5 to HR3.

Non-lethal outcomes: some diseases might never reach lower than HR2 or HR1, thus having no risk of death. Others might have non-lethal HR0 outcomes that leave the victim with permanent paralysis, blindness, or deafness. These could also be temporary *symptoms* that accompany the course, whether lethal or not. Consider these effects:

Amnesia: memory loss, resulting in –40 penalty to REA and Lore tests to recall the past, or even in loss of identity in severe cases.

Blindness: loss of sight; DEX and AGL tests, or skill tests with either of them in the Skill Base, have –40 penalty if not deemed impossible. Moving faster than a Half Move causes a Stumble Roll.

Deafness: loss of hearing; PER and Awareness tests based upon hearing are an automatic CF should a test be required.

Muteness: no speaking or cant-based spellcasting allowed.

Paralysis: no use of the affected limb; if completely paralysed, character may not move at all, falling and remaining prone and helpless against all attacks (see Deadly Attacks, page 191).

Exposure

Characters face trauma in extreme weather conditions, described here as either *Cold Exposure* or *Heat Exposure*.

COLD EXPOSURE

Suffering an extreme drop in core body temperature can prove fatal. Step 7.3 of the Trekking Routine (page 149) explains how characters might encounter such cold exposure.

Characters suddenly falling into cold water also face a more dangerous ailment called *Cold Shock*, which is immediately resolved first (see sidebar Cold Exposure Virulence table).

[1] Virulence: the Healing Rate (HR) and period varies by whether the character is dry, damp from rain, or immersed in chilly water.

[2] Advance: each period the character tests Healing Base times Healing Rate (**HB × HR**) to determine the advance of the cold exposure.

EXPOSURE ADVANCE ROLL

	HEALING BASE × HEALING RATE	
CF	−2 HEALING RATE	Adjust the HR by the given amount and apply the corresponding effect from the Outcome table of step 8 in the Disease routine (page 184).
F	−1 HEALING RATE	
S	NO CHANGE	
CS	NO CHANGE: skip next exposure course roll.	

[3] Symptoms: nausea and dizziness; at HR5 and HR4, uncontrollable shivering, disappearing by HR3 where it is replaced with a *euphoria* that can elicit bizarre behaviour (treat as a Psyche Disorder, page 188).

[4] Healing: characters must first be removed from the cold and water conditions that caused the exposure. If the Warming treatment is then applied, test **HB × 5** every *2 hours* until fully recovered at HR6.

EXPOSURE HEALING ROLL

	HEALING BASE × 5
CF	NO CHANGE: skip next exposure recovery roll.
F	NO CHANGE
S	RECOVERY: increase exposure healing rate by one (+1 HR).
CS	RECOVERY: increase exposure healing rate by two (+2 HR).

HEAT EXPOSURE

Suffering an extreme rise in core body temperature can prove fatal. Step 7.3 of the Trekking Routine explains how characters might encounter such heat exposure. The rules conflate a series of syndromes that progress from heat cramps, to heat exhaustion, to heat stroke.

[1] Virulence: HR begins at 4 or 5 (see table in Heat Hazard, page 149).

[2] Advance: every four hours the character tests **HB × HR** to determine the advance on the Exposure Advance Roll table as for step 2 under cold exposure, above.

[3] Symptoms: headache, nausea, dizziness; confusion sets in at HR3.

[4] Healing: the patient must get out of direct sunlight. Then the Compress treatment is applied—test **HB × 5** every *15 minutes* until fully recovered at HR6. Characters bathed in cool water test once every *5 minutes*. Use the Exposure Healing Roll table (Cold Exposure, step 4).

COLD EXPOSURE VIRULENCE

CONDITIONS	HR	PERIOD	COLD SHOCK
Dry	5	4 hours	·
Damp (Rain)	4	4 hours	·
Cool Water	4	2 hours	SHK5
Cold Water	3	1 hour	SHK6
Freezing Water	2	30 minutes	SHK7

Cold Shock: after 3d6 rounds of immersion in cool, cold, or freezing water, a character suffers the Shock State Index given in the last column—modified by a one-time END test:

CF: +2 SHK **F**: +1 SHK **S**: +0 SHK **CS**: −1 SHK

FROSTBITE

Freezing air temperature inflicts one frost Injury Level (IL) per period to each exposed location (AV0); or per two periods to each partially exposed location (AV1–3). The period varies according to windforce.

During one Trekking Routine watch, roll a d20 to determine *wind* (left table) and a d20 to determine *exposure duration* (right table).

D20	WIND	PERIOD
≤ 3	Calm	2 hr
4–17	Typical	1 hr
18+	Gale	30 min

D20	DUR
1–12	1 hr
13–17	2 hr
18–19	3 hr
20	4 hr

Example: *a character is exposed to frostbite during a four-hour watch because of critically failing a Cold Hazard Endurance (Survival) test in step 7.3 of the Trekking Routine. A d20 roll of 6 says the winds are typical (one hour frostbite periods). A second d20 roll of 14 says the character was exposed to frostbite for two of the four hours. With a wind period of one hour, this means the two-hour exposure inflicts S2 frost injury to each exposed location (1 IL per 1-hour period for 2 hours). Locations with AV1–3 suffer M1 injuries (1 IL per 2-hour period for 2 hours).*

SUNBURN

For each Location exposed to possible sunburn during a 4-hour watch, make a d10 roll against a TN according to the character's *complexion* (left table). If less than or equal to the TN, the very same d10 roll determines the burn *Injury Level* suffered in the Location (right table).

COMPLEXION	TN
Very Light	10
Light	7
Medium	4
Dark	2
Very Dark	1

ROLL	BURN
1–6	M1
7–0	S2

Malnutrition

An inadequate amount of food can be debilitating and eventually fatal. The lack of water is much more dangerous and quickly kills. Each is a separate ailment.

STARVATION

Characters need about *three pounds* of trail rations or fresh food each day, assuming brisk activity such as trekking. Halve this amount with complete rest.

[1] Onset: after one day without food (or two days on half rations), the character acquires the Starvation condition.

[2] Virulence: HR5 at onset. Apply the corresponding effect from the OUTCOME table as for diseases (page 184).

[3] Advance: after the onset, the character makes an Advance Roll every *three days*, or every *six days* on half rations, on the EXPOSURE ADVANCE ROLL table (page 185). Double the period of days with complete rest.

[4] Symptoms: headache, lethargy, and weakness.

[5] Healing: each day of consuming a full ration, the character makes a Healing Roll on the EXPOSURE HEALING ROLL table (page 185). Consuming half rations is treated as starvation, but Advance Rolls are every six days (step 3).

THIRST

Assuming eight hours of brisk activity and moderate temperatures, characters require *one gallon* of water each day. Double the amount in hot weather, such as under a Heat Hazard in the Trekking Routine (page 149). Halve the amount for complete inactivity.

[1] Onset: after one day without the requisite water (or two days on half rations), the character acquires the Thirst condition. This resolves separately from Starvation.

[2] Virulence: HR4 at onset. Apply the corresponding effect from the OUTCOME table as for diseases (page 184).

[3] Advance: after the onset, the character makes an Advance Roll every *day*, or every *two days* on half rations, on the EXPOSURE ADVANCE ROLL table (page 185). Double the period of days with complete rest.

[4] Symptoms: headache, dizziness, and weakness.

[5] Healing: each day of consuming a full ration, the character makes a Healing Roll on the EXPOSURE HEALING ROLL table (page 185). Consuming half rations is treated as thirst, but Advance Rolls are every two days (step 3).

***Malnutrition Example**: Obris treks in moderate temperatures through an unfamiliar mountainous rockfield during autumn. Eight leagues from a purported hunting lodge, he carries a gallon of water but no food—his last full ration was on the previous day. Obris has Survival ML60 and has shed all Encumbrance.*

On day 1, Obris opts not to forage, pressing on through all three watches of daylight, with each watch requiring one Bearing Mode in the trackless rockfield. The player makes three Orienteering Rolls, one for each watch (the GM determines there are no Weather Hazards): the results are one star, two stars, and one star. One star is assigned each watch for Obris to keep his bearing, and one Progress Mode is selected in the second watch (but the d10 roll fails). He makes 3 leagues after the three watches. He accrued 0, 5, and 0 weariness fatigue each watch, after accounting for END SR—easily eliminated with rest.

Obris consumes a half gallon/ration of water, which staves off Thirst the first day. However, with no food, he acquires the Starvation condition (HR5: 5 weakness fatigue, as shown in the OUTCOME table, page 184). The first starvation Advance Roll will be at the end of day 4.

On day 2, he repeats the same strategy. The 5 weakness fatigue from starvation does not affect movement, not even when added to 10 weariness from three watches of hiking (he failed one END SR). His Orienteering Rolls are similar today—another three leagues covered. He consumes his last half-ration of water and acquires the Thirst condition (HR4: 10 weakness fatigue; for a total 15 when added to Starvation). Day 3 will be much tougher, but he should be able to manage the two leagues to the lodge.

Poison & Toxin

Poisons and toxins function in several ways as non-contagious 'diseases' (page 183):

[1] Transmission: digested (poisonous concoctions) or vector (animal bite or arrow); very rarely contact.

[2] Onset: usually 10–60 minutes.

[3] Symptoms: the same as for disease.

[4] Virulence: the poison's strength, from HR1 (deadly) to HR5 (mild); use sidebar table on page 183 to generate.

[5] Treatment: similar options as for disease. The herbal concoction for treating poison is antivenin (page 75).

[6] Course: use the DISEASE COURSE ROLL table (page 184). Time periods for poisons are usually 10–60 minutes.

[7] Outcome: use the OUTCOME table (page 184).

See poison examples in SKILLS (Herbalism, page 74); BESTIARY; and MYSTERIES (Alchemy, page 265). Poisons are usually lethal at HR0, but some might have alternate outcomes, such as paralysis.

Sleep Deprivation

Characters accrue 15 weariness fatigue every *24 hours* without sleep (an END SR success reduces this to 10). They may mitigate some of this weariness by taking a 4-hour rest once per day or, of course, by sleeping (page 176).

Psyche Stress: for every *30 fatigue* accrued from sleep deprivation alone, a character gains 1 Psyche Level (PSY), usually as hallucinations. Characters recover from the Psyche Stress (page 189) independently of the fatigue abatement from sleep deprivation. However, the PSY levels impart their own indefinite weakness fatigue (5 per PSY).

Mental Trauma

In addition to suffering physical trauma during adventures, characters might also face mental trauma such as fear, stress, and aural shock.

FEAR

Simple fear is not uncommon; it arises and subsides rather quickly. Experiencing intimidation, suffering spell effects, or confronting a ghost can all force characters to make a Fear Roll. When required, they test **Will** on the Fear Roll table and apply the results immediately.

FEAR ROLL

	WILL TEST	PSY
CF0	**CATATONIC:** unaware, unable to act, move, or defend. At the end of the character's next turn, test **Will**. Any success improves the condition to TERRIFIED. Retest at the end of each turn.	2 + ABE
CF5	**TERRIFIED:** only able to Dodge or Block in defence. On next turn character must flee at full Move if possible (or must Pass). If safe from the fear source for ten minutes, character becomes STEADY.	1 + ABE
F	**AFRAID:** only able to Dodge or Block in defence. Character must Pass or move away from the source of fear and then make a **Will** test. A success makes the character STEADY; a failure keeps them AFRAID (reroll at end of each turn). Once safe from and out of LOS of the source for one minute, an AFRAID character becomes STEADY.	ABE
S	**STEADY:** character may act unaffected against this source of fear but must make Fear Rolls against newly encountered sources.	½ ABE
CS	**BRAVE:** character may act unaffected against this source of fear and receives +20 bonus to all Fear and Morale Rolls for five minutes.	0

PSY: the last column indicates whether the character accrues Psyche Stress Levels and how many. The amount is 0, 1 (CF5), or 2 (CF0), but facing entities with Aberrance increases the accrued PSY level by the indicated ABE amounts.

Aberrance

Some sources of fear are so bizarre, grotesque, or deviant that they make resisting fear more difficult and failing to do so more consequential. The source is usually a freakish beast or spirit (purely psychological), but could also be a fell artefact or spell.

Whatever the source, it expresses **Aberrance** (ABE), a score with no technical limit but usually between 1 and 6. Chapter 7: Bestiary notes which entities have Aberrance and how much.

ABERRANCE EFFECT

The moment they perceive a source of Aberrance, characters and creatures make a Fear Roll. The GM determines when such 'perception' takes place and applies. Entities who possess Aberrance themselves are usually immune to its effect from other sources (see Advice & Options on page 401 of Chapter 7: Bestiary for more discussion).

Fear Penalty: all accompanying Will tests have a penalty equal to the source's ABE ×5. This penalty also applies to the victim's Initiative tests.

Psyche Stress: Aberrance increases the Psyche Stress Levels accrued from the Will test on the Fear Roll table. On a failed test, the amount is increased by the ABE score (see sidebar example). Even on a Success (S), victims accrue PSY equal to half the ABE score, rounded down.

TYPES OF FEAR

The Reaction and Morale Rolls of combat are types of fear mental trauma. However, the psychophysiology of confronting violent threat—especially that deriving from folk—differs slightly from other sources of fear. Trained warriors respond more successfully in these situations, and so Reaction and Morale rolls test **Initiative** rather than **Will**.

ABERRANCE EXAMPLE

Galmos has been lured to a Nolah's cave by its Yearning Geas ability. He arrives confused *(see page 374 example) but conscious enough to perceive the ghastly menace emerging from the shadows. Because the Nolah has Aberrance 1, Galmos immediately makes a Fear Roll with –5 penalty (ABE ×5). With a Will 9, Galmos tests EML40: a roll of 56 is Failure (F), leaving him* afraid*. He may Dodge or Block in defence, but must Pass or move away (retesting at the end of each turn). He also suffers one Psyche Stress level from the Nolah's Aberrance score, giving him a Psyche trait in about 10 minutes.*

In the meantime, the Nolah acts first on IR60, swinging its morningstar. Not having a readied weapon, Galmos may only dodge. He survives and, on his turn on IR50, must Pass or move away—he flees from the cave at a full Move. At the end of this turn he tests both Initiative ML50, to overcome being confused *(page 158), and Will ML45 to overcome being* afraid*. Each test must include –5 penalty from the Nolah's ABE1.*

PSYCHE TRAITS

D10	DESCRIPTION
1	**Angry**: the character seethes with hostility, manifesting in belligerent debate or violent reaction to perceived slights.
2	**Depressed**: the character suffers from a debilitating sadness that produces disinterest, pessimism, or crushing despair.
3	**Detached**: the character is empathetically numb and often oblivious or disrespectful to others.
4	**Hallucinatory**: despite contrary evidence, the character sees, hears, smells, tastes, or feels something that is not there.
5	**Haunted**: the character harbours obsessive guilt or anguish concerning a traumatic event, tormented by the memory of it.
6	**Hyperactive**: the character is an unsettled bundle of ineffectual energy, haphazardly undertaking disjointed tasks.
7	**Nervous**: the character is easily agitated, unsettled by even minor interruptions and hesitant in facing the unknown.
8	**Paranoid**: the character suffers delusional persecution, likely related to the traumatic event or its implications.
9	**Phobic**: the character has an irrational fear or aversion to something strongly linked to the causal trauma.
10	**Reckless**: the character has an assertive disregard for personal safety, regardless of an action's risks or advantages.

STRESS ACCRUAL EXAMPLE

Faldrik is forced to make a Morale roll. A CF5 result renders him Routed but also inflicts 1 level of Psyche Stress. Faldrik runs away. About 10 minutes later, he becomes steady but acquires an indefinite psyche trait.

Faldrik previously had no psyche traits. A d10 roll produces Reckless. *In the Stress section of the character sheet, the player writes* Reckless PSY1 (Indefinite).

Given Faldrik's Morality 8, the new trait is likely not the result of much guilt about leaving his compatriots behind. The player decides it comes from the trauma of nearly dying. Since it is only a trait, the player chooses when the recklessness manifests, imagining it occurs during future battles. With merely 1 PSY level, Faldrik has a good chance to recover from it quickly, before it becomes permanent (see Psyche Recovery section and the sidebar example on page 189).

STRESS

Mental trauma that inflicts lingering damage is called stress. There are two types measured in the game: mundane Psyche Stress; and the more esoteric and fell Shadow Stress. Since the Shadow of Bukrai is closely associated with the entities called Morvrin, it is detailed in that section of CHAPTER 7: BESTIARY (page 377).

Psyche Stress

Psyche Stress is measured in *Psyche Stress levels* (PSY), like physical trauma to the body is measured in Injury levels. Psyche Stress usually occurs as a derivative of other phenomena, such as critically failing a Fear or Aural Shock Recovery roll.

Each instance of stress produces its own PSY level, usually between 1 and 6. Players track each case of PSY separately, similarly to the recording of individual physical injuries. The Stress section on the back of the character sheet provides space for noting them.

Psyche Trait

When psyche stress occurs, no matter the level, the character gains an *indefinite* psyche trait. Choose or randomly select one from the list in the sidebar; or create a unique one that better reflects the stress. The trait does not actually manifest until about 10 minutes after the trauma that caused it, but it then remains for as long as the character still possesses at least one of its PSY levels. During recovery, there is a chance the trait becomes *permanent* (page 189).

Fatigue: once the psyche trait actually manifests after the ten-minute delay, the character accrues 5 weakness fatigue per PSY level suffered. Such fatigue abates only with Psyche Stress Recovery.

INTENSITY

A new psyche trait is treated like any other personality trait—the player simply roleplays when the character expresses it during the game. Should the character acquire the same psyche trait again while still suffering from it, the intensity worsens to an *Impulse*. On the third time, the Impulse becomes a *Disorder* (the maximum intensity possible).

With increased intensity to Impulse or Disorder, the character must now make a **Will** test to keep the trait from expressing itself when challenged or triggered. Players can still voluntarily roleplay its expression as they wish without making a test, but they must make a test if they wish to suppress it when triggered. The success level needed varies according to the intensity—an Impulse requires a Will Success (S) to suppress; a Disorder requires a Will Critical Success (CS).

PSY levels: the PSY levels of multiple instances of the same trait add together. For instance, a character suffering from PSY1 stress with a *Paranoid* psyche trait faces a new stress that produces PSY2 stress. The GM and player agree that this new trauma also induces a *Paranoid* trait, thus combining both traits into a PSY3 stress with intensity increased to an Impulse. Alternatively, it could have been a new trait (*Hyperactive*, for instance) with a separate PSY2 stress.

Duration: when a psyche trait expresses itself, it lasts for as long as the character faces the causal trigger and for about 10 minutes thereafter. For an Impulse or Disorder, a Will CF on the suppression test means it lasts for d6 × 10 minutes beyond facing the causal trigger.

Psyche Stress Recovery

Characters make a Psyche Stress Recovery Roll for each instance of stress associated with the same trait. A recovery roll is a **Will** test once *every d6 days* on the Psyche Stress Recovery table (sidebar). Fatigue penalty does not apply.

Fatigue Recovery: each reduction of 1 PSY level removes 5 of the associated weakness fatigue.

RECOVERY SUMMARY

Characters continue Psyche Stress Recovery rolls for each separate instance until no PSY levels remain, regardless of intensity (Trait, Impulse, or Disorder) or duration (indefinite or permanent). This implies the following typical procedure:

- Psyche stress usually consists of a few PSY levels and a single *indefinite* psyche *Trait*. If the character avoids a CF on the Psyche Stress Recovery rolls, then the psyche trait disappears when PSY gets to 0.
- If the character rolls just one CF during recovery, then the psyche trait becomes *permanent*. The character continues making recovery rolls in order to reduce PSY and its accompanying fatigue to 0. However, the character will retain the psyche trait permanently.
- If the character rolls a second CF during recovery, then the permanent trait increases intensity to a permanent *Impulse*. A third CF would increase it to a permanent *Disorder*. The character still continues making recovery rolls until PSY levels are 0.
- Another way characters increase the intensity is to suffer new psyche stress levels for the same trait while recovering from the old stress associated with it. The intensity increases in the same manner: a *Trait* becomes an *Impulse*; and an impulse, a *Disorder*. This is what happens to Faldrik in the sidebar Stress Recovery Example.

PSYCHE STRESS RECOVERY

CF	**GRIEVOUS STRESS:** an indefinite psyche trait becomes permanent. A permanent one increases Intensity by one level.
F	**NO RECOVERY:** Psyche Stress remains; continue recovery rolls.
S	**RECOVERY:** Psyche Stress reduced by 1; character recovers when PSY is 0 or less.
CS	**RECOVERY:** Psyche Stress reduced by 2; character recovers when PSY is 0 or less.

STRESS RECOVERY EXAMPLE

When a critically failed Morale roll routed Faldrik from a battle today, he acquired 1 Psyche Stress Level and the Reckless *trait. Faldrik now suffers 5 indefinite fatigue as long as the trait remains. The GM rolls a d6 to determine how much time passes before the first Psyche Stress Recovery roll: four days.*

On the trail after sundown on the second of these four days, Faldrik's companions hastily set up camp in the dangerous, Gargun-infested foothills of the Rayesha Mountains. The player decides that during his watch Faldrik storms off into the perimeter forest, overly intent—reckless even—on rooting out any trouble before it befalls the camp.

Sure enough, he finds it. Four brigands, who had been stalking the group, ambush him alone. Faldrik manages to drive off two despite suffering a grievously disabled arm. The player wishes to fight on, but the GM calls for a Morale roll (page 162) under the circumstances. The player rolls a CF0—Faldrik collapses, catatonic from fear, and acquires 2 PSY levels. Both GM and player agree these 2 PSY levels should combine with the PSY1 of the Reckless trait, raising the total to PSY3 (15 fatigue) and increasing its intensity from a Trait to an Impulse*. Faldrik must now succeed on a Will test to resist his reckless urge when tempted.*

The group rescue Faldrik and soon find a nearby manor village to rest. On day four, Faldrik makes his first Psyche Stress Recovery roll: a CS reduces the PSY to 1 (5 fatigue), with the Reckless trait remaining indefinite and still an impulse.

The GM rolls the second d6-day recovery period: five days. Faldrik eventually succeeds on the Will test, reducing PSY to 0, *removing the fatigue and the Reckless impulse. After the nine-day odyssey of stress, Faldrik recovers unscathed.*

However, note that if one of the recovery rolls had instead been a CF, the indefinite impulse would have become permanent*. He would have continued making Will tests every d6 days until the PSY and fatigue were removed—but a permanent Reckless* Impulse *would have remained.*

AURAL SHOCK RECOVERY

CF	**NO RECOVERY:** Aural Shock remains; character also gains 1 Psyche Stress level. Continue recovery rolls.
F	**NO RECOVERY:** Aural Shock remains; continue recovery rolls.
S	**RECOVERY:** Aural Shock levels reduced by 1; character recovers when they are 0.
CS	**RECOVERY:** Aural Shock levels reduced by 2; character recovers when they are 0 or less.

Aural Shock Recovery Example: *Khordara suffers Aural Shock 2 casting a spell. She recovers from the spellcasting fatigue within a few hours but suffers 10 weakness fatigue from the Aural Shock. The following day, her Will ML70 is tested—a 75 (CF) does not reduce the Aural Shock and leaves her with one Psyche Stress level, increasing weakness fatigue to 15. On the next day, Will is tested—a 65 (CS) eliminates both Aural Shock levels and allows her to cast spells again. She now begins Psyche Stress recovery in d6 days, suffering 5 weakness meanwhile.*

POSSESSION RECOVERY

CF	**NO RECOVERY:** Possession remains; character also gains 2 Psyche Stress levels. Continue recovery rolls.
F	**NO RECOVERY:** Possession remains; character also gains 1 Psyche Stress levels. Continue recovery rolls.
S	**AWAKENED:** Possessed character renews Spirit Conflict with the possessing entity.
CS	**AWAKENED:** as Success (above), but Possessed character receives a +20 bonus in the Spirit Conflict tests.

Possession Recovery Example: *a lesser Gekrish Gytevsha defeats Nolora in Spirit Conflict—leaving her with Aural Shock 1—and then possesses her. The demon's personality mutes hers and controls her bodily actions. It takes Nolora two days to recover from Aural Shock; and then d6 (3) days later her Will ML80 is tested—a 47 (S) allows her to renew Spirit Conflict with the demon to end the possession...*

THE SHADOW

The most dangerous mental trauma characters can face is the Shadow of Bukrai, the ethereal force that emanates from the servants and artefacts of Morgath. Whereas other trauma assails Will or Initiative, the Shadow tests **Spirit** in a struggle for the character's soul.

Rules governing the Shadow are organised in the Morvrin entry (page 377) of Chapter 7: Bestiary—how the phenomenon arises, the risks involved in facing it, how to recover from it, and the awful consequences of failing.

AURAL SHOCK

Characters sometimes suffer a temporary disruption between their soul and body called Aural Shock. Each instance of Aural Shock is rated from one to six levels (1–6); multiple sources combine into a single total.

While afflicted, characters may not make Aura and Aura-modified tests, such as Fate Rolls, Spirit tests, or tests of any skill in the Esoterica group. If *forced* to make one—such as when targeted by a spell or from artefact Contact Loss—then victims automatically achieve a CF.

To recover, characters test **Will** *once per day* on the Aural Shock Recovery table (sidebar). Fatigue and impairment penalties do not modify the test.

Fatigue: each Aural Shock level immediately produces 5 weakness fatigue. They abate only with each level reduced through recovery.

Soul Dissolution

Beings, who have both a soul and a body, also suffer soul dissolution from Aural Shock. If dissolved while in the spirit world as an astral, a being immediately reembodies with an automatic CF on the Reembodiment Roll table (page 298); accrues Aural Shock; and suffers soul dissolution until recovered from the Aural Shock.

Spirits have only a soul in the spirit world, with no natural body in the physical world. Any time they would otherwise suffer Aural Shock, spirits instead simply undergo soul dissolution for one day per Aural Shock level. While dissolved, a spirit is unable to take actions, and any incarnation taken in the physical world is destroyed.

As a side effect, soul dissolution conceals an entity's True Form (page 209) from detection in both the physical and spirit worlds.

Attunements

While suffering Aural Shock or dissolution, characters may not establish new attunements and are unable to exploit those that had already been established. For instance, mages who suffer Aural Shock may not cast spells, but they remain attuned to their convocation (just unable to access it). Characters attuned to an arcane artefact may not invoke it while suffering Aural Shock, but the character remains attuned to the artefact (just unable to use it).

Possession Recovery

When a possessed being recovers from the Aural Shock and soul dissolution of the causal Spirit Conflict, the being's personality still remains *mute* (page 297). When mute, it inhabits its body and has perception in the physical world but is still possessed, unable to control its body or speak. The possessed being makes a **Will** test *every d6 days* on the Possession Recovery table (sidebar).

Once Awakened, the ultimate status of the character depends upon the result of the ensuing Spirit Conflict with the possessing entity:

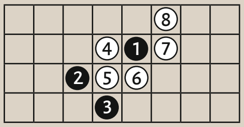
Victorious characters are no longer possessed and regain control of their body. The possessing entity is dissolved.

Defeated characters have their souls dissolved and suffer Aural Shock. The possession begins anew.

ALLIES

Offset a defender's Outnumbered Penalty by 10 for each ally of the defender that also threatens a foe threatening the defender. Count each foe only once for this modification, no matter how many allies threaten the same foe; and each ally can be referenced only once.

Combatant 1 is threatened by five foes (4–8) for a –40 Outnumbered Penalty. Ally **2** threatens foes **4** and **5** but can offset only one (foe **4** is chosen). Ally **3** threatens foes **5** and **6** but can offset only one (foe **5** is chosen). Foes **6–8** give a final Outnumbered Penalty of –20.



Combatants have 1-space RCH. None are prone or Ignored.

DEADLY ATTACKS

Unaware and helpless targets are especially vulnerable to deadly melee attacks. Here is a brief summary for reference:

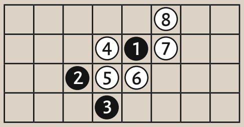
Unaware targets must select the Ignore defence. Examples of being unaware include being Incapacitated (INC), failing to see the attack coming, concentrating elsewhere, and voluntarily choosing to Ignore.

Helpless targets must select the Ignore defence and automatically suffer the four-star CS result from melee attacks. Foes who elect to concentrate for one round before the melee attack choose the strike location without ZD or LD rolls. Targets are helpless if: unconscious, sleeping, paralysed, blinded, bound, or held at weapon-point.

FLANKING

Worsen a defender's Outnumbered Penalty by 10 when at least one pair of foes are exactly 180° from each other around the defender. Apply this Flanking Penalty only once, even with multiple such pairs.

Combatant 1 is threatened by five foes (4–8) for a –40 Outnumbered Penalty. Both paired foes **4** and **7** and paired foes **5** and **8** flank combatant 1. Flanking worsens Outnumbered Penalty only once no matter how many pairs, so the final Outnumbered Penalty is –50.



Combatants have 1-space RCH. None are prone or Ignored.

Allies and Flanking: when using both options, compute the effect of each independently. In the above example, the Allies option offsets the –40 penalty by 20, but Flanking worsens it by 10, for a final –30.

Flanking Awareness: combatants who are newly flanked by a foe must succeed on an immediate Awareness test or be unaware of the new flanker, whom they must Ignore. Such combatants remain unaware until after the ignored enemy has attacked them or they succeed on an Awareness test (retest each round on the *flanker's* turn).

MELEE MAXIMUM FOE OPTION

Characters may threaten and defend against only *three* known foes in melee. Outnumbered Penalty still applies to these three, but each foe beyond the third cannot be threatened and must be *Ignored*. Characters only need designate such 'active' foes the instance the limit is exceeded (note the IR); but, once doing so, the designation lasts for one round, or until the limit is no longer exceeded.

Pass Action: characters who Pass on their turn may threaten and actively defend against *four* foes until the start of their next turn. Outnumbered Penalty still applies normally to these four.

UNIQUE INJURY EFFECTS OPTION

Consider these optional unique injury effects.

Face Injuries: determine a Face sublocation with the d20 roll at the bottom of the Body Location table (page 167). The *eyes* and *nose* have Location Shock 5 rather than 4, as shown in the table.

Apply Serious and Grievous injury effects by sublocation—eye affects only vision; mouth, only speaking; and so forth. Cheek injuries might not impair actions or movement, just Eloquence. Grievous face injuries might affect social skill tests with a special –20 penalty.

Groin Injuries: LN9 in the Pelvis is a *Groin* sublocation (SHK5).

Serious Leg or Torso: *one* Serious leg or torso injury prevents the double Move rate; *two or more* prevent full and double Move rates.

Grievous Leg: a *single* Grievous leg injury still allows for a Difficult Half Move crawl; or a Half Move walk with crutches or support. One such injury allows for a Melee test with a –20 penalty but then forces a Stumble Roll in addition to all other outcomes.

Grievous Torso: a *single* Grievous torso injury allows for a Difficult Half Move crawl—but not two or more such injuries.

WEAPON DAMAGE

Weapons have a *Weapon Quality* (WQ) from 8 to 14, which both the Weaponcraft skill and enchantments can augment. When a strike is *Blocked* due to a tie, break the tie. The winner of this tiebreak rolls the strike impact of the weapon used in the opposed Blocked attack.

- Increase strike impact by 5 when the Weapon Damage roll results from winning a CS tiebreak.
- Increase strike impact by 5 when striking a shield.
- Decrease strike impact of Thrust (T) weapons by 5.
- Decrease strike impact of a natural weapon versus an armed weapon by 5 (see page 171 sidebar for Blocks that involve natural weapons). A natural weapon block of a natural weapon attack instead receives actual impact—see Limb Block (page 106).

Compare the final strike impact to the target weapon's current WQ:

- If impact *exceeds* WQ, then reduce the target weapon's WQ by one.
- If impact *exceeds double* WQ, then the target weapon is destroyed.

Each WQ loss below the *base* WQ reduces the weapon's impact by one. Thus, a masterworked WQ13 broadsword does not suffer impact reduction until it suffers Weapon Damage below its base WQ12.

***Example**: an ML60 attacker wields a broadsword (WQ13, d10+5E) and an ML60 defender carries mace and roundshield (WQ10). The attacker strikes and rolls 35 (CS); the same defender blocks with the shield, rolling 25 (CS). The strike fails because Blocks automatically win tied successes. However, for purposes of Weapon Damage, the CS tie is broken: the attacker wins, so the shield might suffer weapon damage. The attacker rolls d10+5E+5 (target is shield)+5 (from the sword CS)—a roll of 6 imparts 21 impact, more than twice WQ. The blow completely destroys the shield.*

Metal Armour: an edge or point aspect melee strike against metal armour (scale, mail, or plate) that results in negative effective impact (page 167, step 2) causes a Weapon Damage roll against the striking weapon. Roll d6+the absolute value of the effective impact against the weapon's WQ (resolve the damage result as above).

***Example**: a WQ13 sword rolls 7E strike impact against an AV17 location protected by plate. The sword suffers a d6+10 Weapon Damage roll.*

CHAPTER 6

The Mysteries

KELESTIA IS THE COSMIC ALL—everything that exists, the sum total of all realities within and beyond space and time. The most profound traditions developed by the various peoples of Kethira to understand Kelestia are collectively called the Mysteries. Scholars often distinguish between three branches: the Arcane, the Astral, and the Divine.

◆

The **Arcane Mysteries** attempt to draw directly from the primal forces of Kelestia. Its practitioners train themselves to interact closely with these energies, and their personal skill greatly shapes how they manifest them in the physical world. This is what most call magic.

◆

The **Astral Mysteries** also require skill to explore. However, the journey takes students into the unseen spirit world. While their training affects the success of reaching such an ethereal place, astralists gain power only through beseeching, once there, great spirit entities. If successful, they return able to express subtle esoteric power in the physical world.

◆

The **Divine Mysteries** involve neither the active control of magic nor the petitioning of mighty spirits. Instead, their power results from supra-normal entities (gods) acting in the world through a chosen mortal, whose connection to any resulting blessing or miracle is unfathomable.

ARCANE MYSTERIES

Whether through innate ability or studied technique, an arcanist attempts to harness the forces of Kelestia while inhabiting the physical world. The process is categorised according to three general methods—incantation, alchemy, and divination.

Incantation (page 195): incanters directly channel ethereal energy into their body and then try to express it in the world in a particular, controlled way. Due to such powerful absorption of these forces, many scholars consider incantation a primary method of magic.

Alchemy (page 265): alchemists manipulate at a conceptual distance the ethereal energies found in herbs and minerals and then incorporate them into a magical concoction. Its slightly less direct interaction with the forces makes some rank alchemy as a secondary method.

Divination (page 275): diviners view from an even greater abstract distance the energies seen throughout Kelestia, in order to interpret them as expressions of Fate. Divination's remove from direct interaction with the forces—while still firmly magical—is sometimes described as a tertiary arcane method.

Other arcane mysteries exist on Kethira, but they are more obscure, especially in Venarive. Priests of certain proscribed religions, in fact, employ arcane gateways in their practice of Ritual Summoning (page 346).

ESOTERICA

Skilled practitioners of both the arcane and astral mysteries are able to manipulate the ethereal entities and energies found in reality according to their will. This ability to control the precise outcome of their endeavours links them both as *esoterica*. Participants in the *divine* mysteries, however, may only *invite* intervention and have no way of dictating the form the 'miraculous' will take—a lack of dominion is the crucial difference from esoterica. Divine rituals still manifest an effect, but it is often inseparable from the apparent benefits of inspiration or mundane luck.

AURAL SHOCK

Esoterica Group skills all have Aura as the primary attribute of their skill base and, therefore, all share a vulnerability to Aural Shock. When suffering this mental trauma, esotericists are temporarily unable to manifest their arcane and astral abilities.

TRUE FORM

A few spells and arcane talents require the esotericist to view the target's True Form, another name for the soul. In the spirit world, astrals can directly perceive the subject's True Form; from the physical world, arcanists can use certain talents and spells to detect it in the subject's Aura (page 209 sidebar).

Incantation

Incantation is the arcane mystery that allows for the direct channelling of ethereal energy into the world. Some incanters inherit an arcane talent to do so. These arcanists are called *invokers*, and they are likely the oldest tradition. Known colloquially as *hedge witches* or *warlocks*, invokers also number many among the Ælrhin (elves).

However, most incanters learn spellcasting through arduous study, itself still requiring a high level of natural affinity. They employ verbal cant and physical gesture to express the magic as a spell or in an object as an enchantment. Such arcanists are *mages*, the most widespread example of whom are members of an organisation called the Shek-Pvar.

Shèk-Pvâr

The origins of the Ancient and Esoteric Orders of the Shek-Pvar are clouded in the prehistoric past. Recent scholarship postulates their roots in ancient Molkura, a realm located along the extreme southern edge of eastern Lythia. Also called The Weirding Land, the area developed a mysterious pyramid culture over 7000 years ago, but the Shek-Pvar might have emerged out of scholars studying an even older, primordial civilisation called the Earthmasters.

EARTHMASTERS

Very little is known of the Earthmasters. They arrived on Kethira about 20,000 years ago and abruptly left 5000 years later. Their best-known legacy are strange artefacts and ruins scattered throughout all three continents of the world. Whether the Molkuran genesis proves true, early mages likely learned much of their lore from studying these relics. Most also believe they were greatly influenced by another ancient group—the Ælrhin (elven-folk).

ÆLRHIN

Millennia after the disappearance of the Earthmasters, about 10,000 years ago, a people believed to be leaving strife on another world settled on Kethira. These Ælrhin brought with them a natural ability for magic, especially that dealing with nature, music, dance, and craft. The most prominent among them—the Sinai of the island of Hârn—very likely provided much of the foundation for the growth of the Pvaric philosophy of spellcasting.

PVÂRIC PHILOSOPHY

Whether released through natural talent, performed as a spell, or accessed through an artefact, the forces that manifest arcane power reside within the foundations of Kelestia (Reality) itself. How this came to be is unknown. The mages of the Shek-Pvar connect themselves to these ethereal energies through the strength of their own Aura. With study and practice they may eventually shape them to their will. This general philosophy is called Pvarism.

A Pvarist perceives Kelestia primarily in terms of six *principle energies*: Earth, Metal, Fire, Air, Aura, and Water. This view does not reductively hold that the universe is somehow only composed of just these basic elements—there are, in fact, other principles. However, given the rigours exacted through the study of this reality, mages have discovered that any single being can more easily master Pvarism through initial focus on one of these six elemental principles. Ultimately, this does not preclude studying others: the greatest achievement is the mastery of all six and the transformation into a grey mage.

Convocations

Pvarism assigns the study of each elemental principle to its own sub-order called a *convocation*. Each convocation has its own name, associated hue, principle energy focus (also called its element), and sundry associated principles:

CONVOCATION		ELEMENT	ASSOCIATED PRINCIPLES
Fývria	🟩	Earth	Life · Death · Growth · Decay
Jmôrvi	🟨	Metal	Mineral · Artifice · Substance · Toxicity
Pèleáhn	🟧	Fire	Heat · Dryness · Smoke · Action
Lyáhvi	🟥	Air	Light · Illusion · Incorporeality · Sound
Sàvôrya	🟪	Aura	Knowledge · Mind · Emotion · Keléstia
Odívshè	🟦	Water	Cold · Darkness · Silence · Stasis

At the outset of training, the mage attunes to the element of a single convocation, thereby making the study of others more difficult. The relationship among the convocations is spectral—while core differences are fairly clear, the margins separating them become blurred, and perhaps, on the finest level, nearly impossible to distinguish. Symbols of the six convocations have traditionally been configured in a circle, called the Pvaric Wheel (page 196).

CONVOCATION AFFINITY

The convocation to which a Shek-Pvar attunes is called the *Primary* convocation; the two adjacent to this one on the Pvaric Wheel are called *Secondary* convocations; the two further adjacent to these, *Tertiary*; and the last, sixth one—opposite the first—the *Diametric*. This relative 'position' among the six is called convocation affinity.

There are also a host of other principles not under the aegis of the six convocations—all of these are grouped under the name *Neutral* magic, and, conceptually, reside in the middle of the Wheel. All Shek-Pvar study Neutral magic with the same relative amount of difficulty.

THE PVÂRIC WHEEL

When symbolised in the Pvaric Wheel, the convocations are configured as shown below. While its origin is unknown, this pattern has been interpreted as depicting the two elements 'beneath the ground' at the bottom of the wheel (earth and metal); the two elements 'in the heavens' at the top of the wheel (soul and air); and the two 'at the surface' in the middle (water and fire). The grey centre represents Neutral. The ordering of table rows and columns throughout the book, such as seen on the previous and following pages, lists the six Pvaric convocations in their corresponding Sunsign *sequence: Fyvria first (Ulandus/spring/start of year), and Odivshe last (Lado/winter/end of year). If included, Neutral is on a table's bottom row.*

SÀVÔRYA

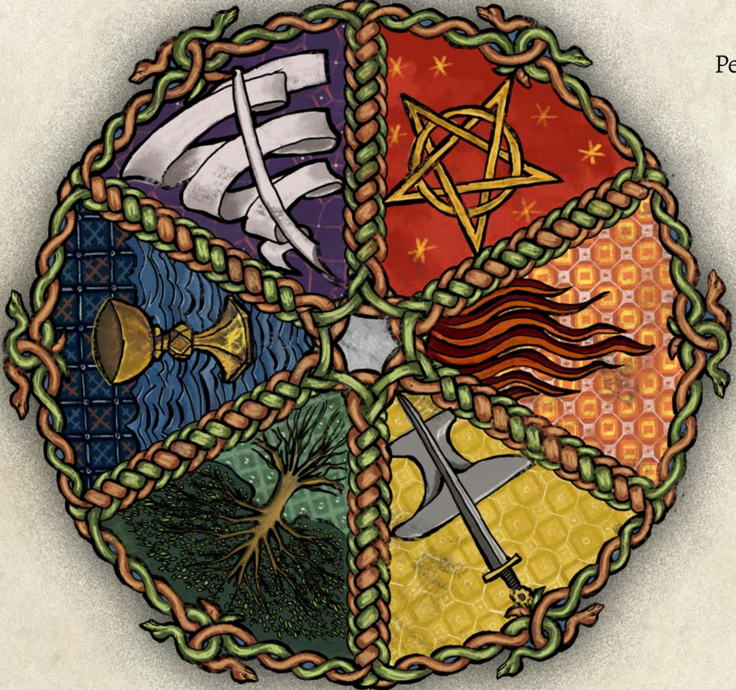
Savorya is the magic of soul—the true nature of living, corporeal entities. At its core, Savorya deals with Aura, the strength of an organism's connection to the soul. They study knowledge, thought and concept, as well as emotion and feelings—all facets of the mind. A Savoryan has the greatest understanding of innate magic-use (Arcane Talents) and often claims to have penetrated the greatest complexities of reality itself.

LYÁHVI

Lyahvi is the magic of air—swift and ambiguous; bright and sterile. Lyahvi mages manipulate light (reflection and refraction), often to confuse and distract with illusions. They master the incorporeal and the absence or overcoming of body, as in dematerialisation (the body-not-there). Although sound, by definition, propagates through other mediums, a Lyahvi Shek-Pvar controls its most common avenue through the air.

ODÍVSHÈ

Odivshe is the magic of water—cool and slow, the very opposite of heat and action. Odivshe mages manipulate the cold, including how it interacts with water to form ice and snow. They also study the opposite of light and fire, namely darkness and gloom and their consequences—stasis and silence, whether literally, as in an absence of sound, or figuratively, as in the guise of secrets, the hidden knowledge not far from Savoryan revelation.



PÈLEÁHN

Peleahn is the magic of fire—active and destructive, quick and uncaring. A Peleahn mage manipulates heat and smoke, along with fire, to produce pyrotechnic effects. In basic opposition to Odivshe's water principle, the Peleahn incanter also manipulates dryness. Finally, at the core of much of Peleahn effects is the volatile and potent nature of energy and sustained action.

FÝVRIA

Fyvria is the magic of the earth—green and growing, yet also pale and dying. Its mages manipulate the cycles of growth and decay that underlie all of the natural world. At the Fyvrian core is fertile earth where life both swarms and ceases to be. Fyvrians use life- and death-symbols as foci (wooden staves, bags of earth, skulls). None of these attest to either a 'goodness' or an 'evil' in nature—that distinction emerges from the mage's own heart.

JMÔRVI

Jmorvi is the magic of metal—powerful, unyielding, but occasionally brittle. Its magic tends to be more methodical, even slow, especially with a focus on metal arms and armour artefact creation and object manipulation: it is the convocation of smiths. In dealing with minerals of all kinds, and the residual effluents of their workings, the Jmorvi mage often faces, and even learns to control, toxic and acidic side-effects.

NEUTRAL

Neutral magic involves either principles not explained within one of the six convocations, or effects that require several principles at once. All Shek-Pvar handle Neutral spells with equal competence, and many of its spells manipulate the castings of the other convocational spells. So-called 'grey' magic expresses a wide variety of power, including artefact creation, dimensionality, and shapechanging.

ORGANISATION

The Guild of Arcane Lore is the loose association of those who practice the arcane mysteries, including invokers, mages, alchemists, diviners, and other 'mystics'. Chartered less than two hundred years ago, the Guild now has chapters in nearly every region of Lythia (above right). The much older Shek-Pvar are six *separate* organisations within this greater guild, each dedicated to the pursuit of its associated convocational magic (below right). While a Shek-Pvar mage might reside at Arcane Lore chapters, the other arcanist types are usually relegated to them, not often residing permanently at a Pvaric chantry.

Chantries

Chantries are places where members study, learn, and practice their arcane art, with convocational chantries often quite secluded. All are administered by a seneschal (a steward who is not necessarily a mage) and a support staff of apprentices and a few brave servants. While masters routinely live within a specific home chantry, they are usually welcome at all for brief stays during their travels.

The Major Lythian Chantries table displays four pieces of information.

Realm: the general realm or specific kingdom where the chapter resides.

Name: the settlement after which the chapter is named, although often some distance from the settlement itself.

Quality: the rating on a five-star scale. This affects certain tests, such as Spell Research Rolls.

Masters (m): the number of resident masters. Usually there are a like number of associated, itinerant journeymen, and two to three times the number of apprentices.

MINOR CHANTRIES

In addition to the hundred major chantries given in the table, there are also about a hundred chantries with fewer than eight (8) resident masters. These minor chantries—whether Arcane Lore or the six convocational—usually have quality ratings of one or two stars.

SPECIAL CHANTRIES

The Arcane Lore chantries at Emelrene/Hedegu, Molkura/Kotyn, and Hacherdad/Hacherdad—shown in italics in the Arcane Lore section of the table—are actually single complexes that also house all six Shek-Pvar convocations.

MAJOR VENÂRIVÈ CHANTRY LOCATIONS

Map locations of the chantries in Venarive are shown on the first pages of each of the Convocational spell listings: Fyvria (page 213), Jmorvi (page 219), Peleahn (page 225), Lyahvi (page 231), Savorya (page 237), and Odivshe (page 243). The Arcane Lore chapters are shown on the first page of the Grey mysteries (page 249).

MAJOR LÝTHIAN CHANTRIES

REALM	NAME	QUALITY	M	REALM	NAME	QUALITY	M
ARCANE LORE							
Áltôr	Amlácht	★★	12	Ivínia	Fûhreling	★★★★	8
Argóla	Abdéga	★★★	8	Jánkor	Ýling	★★★★	12
Ázeryàn	Kesâra	★★★	12	Kandáy	Aléath	★★★	8
Ázeryàn	Meókolis	★★★	48	Káneum	Jebánta	★★★	12
Ázeryàn	Púrimal	★★★	18	Karéjia	Arkéth	★★★★	8
Býria	Ínri	★★★	12	Karéjia	Livélis	★★★	24
Chogôro	Mokôra	★★★★	12	Lankôrium	Lankôrium	★★★★	20
Chomsún	Suth	★★★★	8	Mafán	Ídepan	★★★	10
Dalánya	Vítho	★★★	8	Mèlderýn	Chérafir	★★★★★	12
Dalkésh	Nátha	★★★	20	*Molkûra*	*Kotýn*	★★★★★	36
Diramóa	Ain Dao	★★★	30	Pechósu	Búrsa	★★★★	16
Diramóa	Ain Kyâmu	★★★	8	Pechósu	Dârbo	★★★	8
Emélrenè	Beréma	★★★★★	16	Reksýna	Ekýnè	★★★	8
Emélrenè	*Hedégu*	★★★★★	30	Shóju	Néshaga	★★	12
Falâna	Silgôra	★★★	10	Shôrkýnè	Kâremus	★★★	12
Hácherdad	*Hácherdad*	★★★	24	Thârda	Côranan	★★	12
Hârbáal	Ífanè	★★★	8	Tríerzòn	Àreshómes	★★★	14
Hèpekéria	Isýnen	★★★	24	Tríerzòn	Ubárian	★★	20
Homôra	Dénqua	★★★	12				
FÝVRIA							
Ázeryàn	Féslium	★★★	12	Homôra	Dénqua	★★★★★	8
Býria	Dáriam	★★★	10	Karéjia	Kólomîr	★★	8
Diramóa	Mâkjin	★★★	12	Mèlderýn	Gelímo	★★★★	8
Emélrenè	Beréma	★★★★	8	Molkûra	Kotýn	★★★★★	8
Emélrenè	Hedégu	★★★★	5	Quârphor	Orlét	★★★	10
Hácherdad	Hácherdad	★★★	4				
JMÔRVI							
Ázeryàn	Berónè	★★★	18	Ivínia	Beléka	★★	8
Chogôro	Mokôra	★★★★	8	Jánkor	Bekúa	★★★	8
Emélrenè	Beréma	★★★	10	Karéjia	Phanósia	★★★	12
Emélrenè	Hedégu	★★★	3	Mèlderýn	Glenóth	★★★★	12
Falâna	Silgôra	★★★★★	10	Melûria	Mokóno	★★★	10
Hácherdad	Hácherdad	★★★	4	Molkûra	Kotýn	★★★★	12
Hârn	Gwàéryn	★★★	12	Shóju	Ýdei	★★★★	16
PÈLEÁHN							
Ázeryàn	Lysâra	★★★★	12	Hácherdad	Hácherdad	★★★	4
Dalkésh	Zerûla	★★★★★	8	Káneum	Zeréxa	★★★	10
Diramóa	Ain Rhit	★★★	8	Mèlderýn	Chérafir	★★★	8
Emélrenè	Beréma	★★★★	8	Molkûra	Kotýn	★★★	10
Emélrenè	Hedégu	★★★	3	Réthem	Shóstim	★★★	8
Falâna	Thúbeliz	★★★	8				
LYÁHVI							
Ázeryàn	Reshâna	★★★★	12	Káneum	Zeréxa	★★★★	8
Dalkésh	Mánquideh	★★★★	8	Mèlderýn	Núrisel	★★★	10
Diramóa	Ain Chemú	★★★	8	Molkûra	Kotýn	★★★★	8
Emélrenè	Beréma	★★★★	16	Thónia	Árlanto	★★	8
Emélrenè	Hedégu	★★	4	Tríerzòn	Tengéla	★★★	8
Hácherdad	Hácherdad	★★★	4	Ûmélria	Lekûria	★★★★★	12
SÀVÔRYA							
Ázeryàn	Meókolis	★★★	20	Káneum	Úlebed	★★★	8
Dalkésh	Zerúla	★★★★	20	Karéjia	Helás	★★★	12
Diramóa	Ain Dao	★★★★	16	Mafán	Ídepan	★★★	24
Emélrenè	Beréma	★★★★	8	Mèlderýn	Chérafir	★★★★★	8
Emélrenè	Hedégu	★★★	6	Molkûra	Kotýn	★★★★	8
Hácherdad	Hácherdad	★★★	4	Pechósu	Gýenku	★★	8
Hèpekéria	Xêrium	★★★	16				
ODÍVSHÈ							
Ázeryàn	Gôris	★★★	10	Mafán	Ídepan	★★★	8
Ázeryàn	Pòrosúa	★★	8	Mèlderýn	Chýrefal	★★★★	12
Emélrenè	Beréma	★★★★	12	Molkûra	Kotýn	★★★	8
Emélrenè	Hedégu	★★★	5	Pechósu	Gýenku	★★★	8
Hácherdad	Hácherdad	★★★	4	Shóju	Amûrghi	★★★	8
Ivínia	Jârehm	★★	16				

JOINING THE SHÈK-PVÂR

A player character must usually begin the campaign already a Shek-Pvar. Paramount is the character's Aura score, although Reason and Will also contribute to success. Despite even powerful social connections, characters with an SB lower than 13 are not likely to become members. Although possession of more than one natural Arcane Talent—especially Natural Attunement—would almost assure acceptance, the GM and player ultimately decide whether a character qualifies.

A Shek-Pvar may be of any age, just like any other character. Young mages usually start out the campaign as Satia Mavari (page 199), but especially talented ones—or those benefiting from Pvarist parents—might have progressed more quickly. Players can also begin the game with Mature and Old Shek-Pvar of higher rank, but they should be aware of the complexity involved. Simply follow the regular generation rules in Chapter 2: Character, paying special attention to the section on page 54.

Shek-Pvar almost invariably begin training as adolescents, but, in a sufficiently long campaign, the GM might allow astoundingly talented Young characters to start after the game begins. Simply follow the rules for skill development in Chapter 8: Campaign (page 413) to acquire the same array of skills in Chapter 2: Character.

Pvârism Skill

However and whenever attained, Pvarism ML establishes the character's ability in two distinct magical enterprises:

Spellcasting: casting learned spells (page 200).

Spell Research: learning and inventing spells (page 205).

Convocational Attunement

A Shek-Pvar becomes attuned to a single convocation, called the Primary convocation. *This is the only convocation to which the character will ever be attuned*—unless and until the status of Grey Mage is attained. The specific chantry where this attunement and initial training takes place is assigned by the GM or selected by the player.

It is assumed that those with the Shek-Pvar occupation have already attuned to their Primary convocation by the end of character generation. For a character who starts training during the campaign, treat the process of attunement as if it were Spell Research (page 205) with a 10 Difficulty but no chance of Spell Misfire. Attunement usually starts at the end of the second year of training, immediately upon attaining SM1 in Pvarism skill.

CONVOCATION SUNSIGN MODIFIER

Pvarism is greatly affected by astrology. Each convocation receives a sunsign modifier based upon the character's sunsign. If on a cusp, the mage uses the more positive (less negative) modifier between the given two sunsigns:

SUNSIGN MODIFIER

SUNSIGN	FÝVRIA	JMÔRVI	PÈLEÁHN	LYÁHVI	SÀVÔRYA	ODÍVSHÈ
Ùlándus	+15	+5	–5	–15	–5	+5
Arálius	+10	+10	0	–10	–10	0
Fenéri	+5	+15	+5	–5	–15	–5
Áhnù	0	+10	+10	0	–10	–10
Angberélius	–5	+5	+15	+5	–5	–15
Nadái	–10	0	+10	+10	0	–10
Hîrin	–15	–5	+5	+15	+5	–5
Táræl	–10	–10	0	+10	+10	0
Tai	–5	–15	–5	+5	+15	+5
Skôrus	0	–10	–10	0	+10	+10
Masâra	+5	–5	–15	–5	+5	+15
Ládo	+10	0	–10	–10	0	+10

The sunsign modifier for Neutral spells is always 0 for all mages, regardless of the sunsign of their birth.

CONVOCATION ML

A mage has an ML in each of the seven convocations equal to Pvarism ML adjusted by the convocation's sunsign modifier:

CONVOCATION ML = PVARISM ML + SUNSIGN MODIFIER

Each resulting sum of Pvarism ML and sunsign modifier is a Convocation *Mastery Level* (ML)—not EML—because Sunsign is an inherent, permanent effect on Pvaric spellcasting. While a player may note these seven MLs on the character sheet, the mage will only gradually learn spells from them according to their Pvarism ML, starting with their Primary convocation (Spell Research, page 205).

***Example**: a mage born under the Tai sunsign has attuned to Savorya as the Primary convocation. With Pvarism ML84, the mage has the following Convocation MLs*

Savorya (Primary)	*ML99 (84 + 15)*
Odivshe (Secondary)	*ML89 (84 + 5)*
Lyahvi (Secondary)	*ML89 (84 + 5)*
Neutral	*ML84 (84 + 0)*
Fyvria (Tertiary)	*ML79 (84 – 5)*
Peleahn (Tertiary)	*ML79 (84 – 5)*
Jmorvi (Diametric)	*ML69 (84 – 15)*

Once the game begins, the character only has to develop Pvarism skill, either through Experience Points (XP) or Skill Development Rolls (SDR), as explained on page 413. Each such improvement in Pvarism ML automatically improves all of the mage's Convocation MLs. Thus, if the Shek-Pvar in the above example improves Pvarism ML84 to ML85, then Savorya automatically improve to ML100, Odivshe goes to ML90, Lyahvi increases to ML90, and so forth for the other convocations as well.

***Note**: see also the Spell ML Development Option (page 349).*

Ranks

Shek-Pvar mages are ascribed to one of four ranks, largely a measure of expertise, especially at the lower levels. The following table shows a progression for a mage of some talent (SB15); the explanations following it also note the points by which given Pvarism SM are usually attained.

RANK	STATUS	YEARS	PVARISM ML
Mavâr	Apprentice	1–6	10–49
Satía Mavâr	Senior Apprentice	7–12	50–69
Shenâva	Journeyman	13–24	70–89
Vîrán	Master	25+	90+

MAVÂR

During the first couple years of study, a *Hanmavar* (half-apprentice) assumes important, yet mostly mundane, tasks—attending lectures, practicing scripts, meditating. The new apprentice does not learn spells but does begin formal training in Pvarism, usually becoming attuned to a Primary convocation by the end of the third year (SM1). Then, upon demonstrating adequate worth to advance, the novice is formally bound to a specific Viran mentor for actual arcane study, becoming a *Mavar* (SM2).

Over the next few years, the Mavar begins assisted research in Primary convocation spells (SM3). Near the end of apprenticeship, the master teaches the Mavar the Neutral spells Detect, Reveal, and Dispel.

SATÍA MAVÂR

Upon reaching a fair level of competence (SM4)—after about seven years—students leave their masters as *Satia Mavari* (senior apprentices). They are sent forth from the chantry to test and refine their arcane art. Customarily, such travels last for at least a year and often up to five or more years. Satia Mavari are effectively 'journeymen', wandering the world and undertaking great adventures.

SHENÂVA

After surviving the outside world, the Satia Mavar might attain the next, and usually highest, rank of *Shenava* (journeyman). Such promotion can require the Satia Mavar to demonstrate three unique spells and bequeath their chantry three artefacts of note. If accepted by a panel of masters, the Satia Mavar becomes a Shenava, a true independent who develops mainly through solitary effort (SM5). Eventual study of Tertiary and Diametric Convocations will still likely require a chantry's resources.

VÎRÁN

Only the most proficient and prominent Shenava achieves the rank of *Viran* (master). It demands decades of work and an official nomination by peers in a document called a *Petition of Excellence*. Virana train Mavari, and most who achieve its rank remain cloistered at a chantry, finishing off their careers where they began.

Laws

While good and evil mages could both exist in any convocation, members are all unified by the common pursuit of Pvaric magic. They view their fellow Pvarist brothers and sisters as a family clearly distinct from ordinary folk (whom they call *Kvikîr*). Upon acceptance as a mavar, members throughout all of Kethira formally commit oaths to the five Laws of the Shek-Pvar.

Shèk-Pvâr Laws

Law of Humility
Bring not the scorn of the Kvikîr upon thy Pvâric family, nor make with thyne art a place for thyself above them.

Law of Secrecy
Spread not thy lore, even among thy Pvâric family, without sanction of thy peers.

Law of Peace
Keep sacred and free from harm thy house of lore.

Law of Security
Succour not renegades of the art, but strike them down with thy power, else summon Pvâric family to thyne aid.

Law of Charity
Make tithe to thy house a portion of thyne arcane treasure to thy Pvâric family's benefit.

RENEGADES

The Shek-Pvar self-police any who violate these oaths. A member who in the opinion of six or more Virana harms the interests of a convocation in other ways can also be declared *renegade*. While they do have a chance to recant and mend their transgressions, such outcasts very likely lose membership. Note, however, the renegade loses only status—not their arcane power.

GUILD OF ARCANE LORE RANKS

The Shek-Pvar are branch organisations within the larger Guild of Arcane Lore, which itself includes alchemists, astrologers, runecasters, 'sorcerers' (talent users), and even some mystics such as shamans. Perhaps to highlight this separation, Pvarists retain an older nomenclature for the middle guild ranks that differs from the younger, parent guild's practice.

While both organisations describe new students or apprentices as Mavari, the Guild of Arcane Lore next awards its non-Pvarist journeymen (or 'bachelors') the title *Satia*; and then its 'masters', the rank *Shenava*. While both use the term *Viran* for the most exalted status, such members of the Guild of Arcane Lore are addressed as 'doctor' or 'Academian'.

PVÂRIC MAGIC

Pvaric spellcasting consists of two core concepts: *Form* and *Principle*. At spellstart, the mage begins creating the Form that defines the intended effect and then, at spellfire, channels the Principle—the raw ethereal energy—into their own body to 'fill' the Form.

A properly created Form empowered with the right amount of channelled Principle produces the spell's effect. A spell cast indefinitely or permanently on an object is called an *enchantment*, making it an *arcane artefact*.

Pvaric spellcasting requires the channelling of ethereal energy from the spirit world into a mage's body in the physical world. This is not possible if the body is dematerialised or if the caster inhabits the spirit world.

SPELL MASTERY LEVEL

Mages compute a Spell Mastery Level (ML) for each of their spells. This equals Convocation ML minus *twice* Spell Difficulty:

SPELL ML = CONVOCATION ML – DIFFICULTY × 2

Convocation ML equals Pvarism ML plus the Sunsign Modifier of the convocation to which the spell belongs (page 198).

Difficulty equals the sum of the spell's Complexity Level (CL) and Convocation Degree (CD). Spells have a Complexity Level from one to six (I to VI), from easier, less powerful spells to more difficult and impactful ones.

A spell's Convocation Degree is 0 to 4, derived from the mage's affinity with the convocation to which the spell belongs:

AFFINITY	CD	PVARIC WHEEL POSITION
Primary	0	Attuned Convocation
Secondary	1	One step away
Neutral	2	Centre
Tertiary	3	Two steps away
Diametric	4	Three steps away

Spell Index equals the ML divided by ten, rounded down (like other skills). It is uniquely abbreviated as SI throughout the rules.

Example*: a mage with the Tai Sunsign has Pvarism ML84 and Savorya as Primary convocation. When casting Lyahvi spells, the Sunsign Modifier is +5, as shown in the table on page 198. The mage has* Lyahvi Convocation ML89 *(Pvarism ML84 + 5).*

If the mage knows the Secondary convocation spell called Caecity (Lyahvi III), then Spell Difficulty equals 4 (CL3 + CD1). The penalty to spell ML is twice this sum (–8), resulting in Caecity Spell ML81 *(Lyahvi Convocation ML89 – 8), and SI8.*

SPELLCASTING ROUTINE

A mage follows four steps to cast a spell:

[1] Declaration .... page 200
[2] Spell Modifiers .... page 200
[3] Casting Roll .... page 202
[4] Casting Fatigue .... page 202

[1] Declaration

[1.1] SPELLSTART

Using the Incant action option, the mage selects a spell and begins casting—this is called spellstart. The caster must *concentrate* during the spell's casting time up through completing the Casting Roll (step 3). See page 182 for a discussion of what prevents and breaks concentration, forcing the caster to Abort the spell (step 1.2).

[1.2] CASTING OPTIONS

Concurrent with spellstart, the caster chooses any spell variables (see Attenuate, below). Casters may also consider the four other Casting Options, some of which apply later to a spell already cast:

ABORT	After spellstart, the mage decides to or is forced to end the casting before spellfire. To do so, the caster makes the same Casting Roll as if the casting were carried to spellfire (the roll is made at the moment the spell is ended and is not considered an action). A CF Spell Misfire is still possible—but all other success levels mean the spell has no effect and the caster accrues 5 less fatigue than the resulting Casting Roll would normally inflict in step 4 (page 202).
ATTENUATE	As part of the casting process, the caster may lower the Spell Index (SI) of any elements, such as range, duration, or impact, individually.
CANCEL	After spellfire, the mage ends the effects of an already-cast spell as a free action. There is no Casting Roll and no accrued fatigue.
DELAY	The caster delays the Casting Roll beyond normal spellfire casting time by simply maintaining concentration until the desired moment. The mage may delay for a number of rounds equal to Spell Index (SI), at which point the spell must be cast or aborted (above).
MAINTAIN	After casting a spell with a Temporary duration, but while it is still active, the caster tries to extend the spell by its original duration. The mage concentrates for half the casting Time (one round becomes a free action), and a new Casting Roll is made with Spell EML based upon current conditions and options. If successful, the duration is added to the end of the first spell's duration. If not successful, the first spell is unaffected. The mage accrues fatigue in the usual way.

[2] Spell Modifiers

Modify the caster's Spell ML by any of the following applicable factors. The result equals *Spell EML*.

[2.1] CANT

The verbal element of casting a spell, called the cant, consists of two parts—a receptacle and an incant. The *receptacle* describes the spell's process and effect and is a model of the spell's Form. The *incant* is a unique, nonsensical-sounding utterance that conjures the Principle. Thus, the caster speaks the receptacle to create the Form during casting Time; then utters the incant to summon the Principle at spellfire.

Silent Cant: casters may say the cant silently to themselves at a –10 penalty to Spell EML.

[2.2] GESTURE

Spells also have a gestural routine during their casting Time. This can include movements of the hands, arms, head, and whole body, the latter emphasised in dance-magic traditions. Two factors can affect gesture.

Encumbered Gesture: casters have a penalty to Spell EML equal to their Encumbrance.

Still Gesture: casters remain motionless at a –10 penalty. This still gesture penalty replaces any incurred by Encumbrance.

[2.3] NOISE

Spellcasting requires concentration and so usually takes place with very little surrounding noise to disturb it.

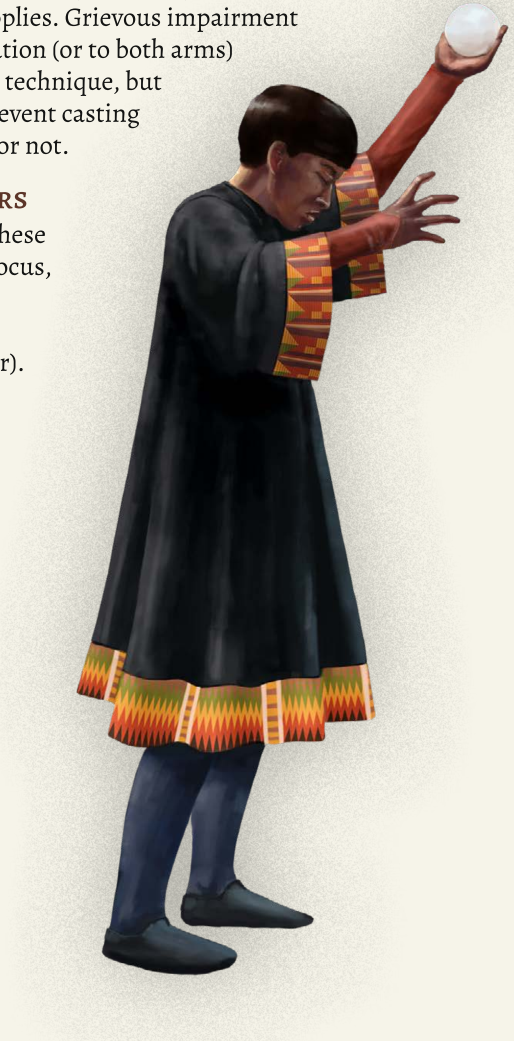
Loud Noise: casters distracted by strident nearby sounds—such as shouting or the clamour of melee—have a –10 penalty to Spell EML.

[2.4] FATIGUE & INJURY IMPAIRMENT

Fatigue and Minor and Serious impairment to the Head and Torso zones penalise Spell EML. Mages can employ the Still Gesture to replace Minor and Serious impairment penalties, but fatigue penalty always applies. Grievous impairment in any Head or Torso location (or to both arms) requires the Still Gesture technique, but Grievous *skull* injuries prevent casting altogether, whether Still or not.

[2.5] OTHER MODIFIERS

Include modifiers from these miscellaneous sources: Focus, Jointed Casting, Object Element, Place, Quicken, and Grimoire (see sidebar).



OTHER MODIFIERS

Focus: an elemental Focus grants a bonus to Primary convocation spellcasting and half the same amount to Secondary convocation spells. The bonus varies by Focus ML (page 252).

Joined Casting: mages who know the same spell may cast it together if they touch at least one other person involved. Joined casting functions like skill assistance (page 60). One primary mage makes the Casting Roll, and is the only one to suffer Spell Misfire. Casting fatigue increases by 5 when Joined, shared out between casters in equal quantities of 5 (primary caster receives odd amounts).

Object Element: certain spells cast on an object have a modifier according to the convocation affinity between the *spell* and the *object*:

P +0	**S** –10	**N** –15	**T** –20	**D** –30

Neutral spells have a 0 modifier on all objects.

Example*: a mage casts a Peleahn spell on a metal sword, a Jmorvi object. This is Secondary affinity, and so a –10 penalty applies to the Casting Roll.*

Place: some spells (such as the Neutral IV spell Sanctum) and natural places (such as ethereal zones) grant a casting bonus based upon the infused magical energy of the place itself.

Quicken: with casting times measured in rounds, a mage may deduct one round at a –20 penalty to the Casting Roll. A 1-round time becomes a Free action. The mage can only quicken once per casting, decided at spellstart.

Grimoire: mages who reference their grimoire (page 205) while casting a known spell with a time of 4 rounds or less receive +10 bonus. However, casting time is measured in *minutes*, not rounds (a Free action time takes 6 rounds).

ELEMENTAL OBJECTS

Some spells require Shek-Pvar to possess, or reward them for having, an elemental object. This can be either a mundane or an enchanted physical object that embodies their Primary convocational principles and weighs less than half their Spirit ML in pounds. The first page of a convocation's section gives examples of such objects, each usually small or easily carried. The mage may only establish a link with it through Proximate Attunement, which includes the chance for Contact Loss (page 208).

ELEMENTAL FOCUS

An elemental focus is an elemental object the mage enchants with the Focus spell (Neutral III). A focus serves as an elemental object when called for, and, otherwise, enhances Primary and Secondary spellcasting (step 2.5, above).

SPELLFIRE INITIATIVE RANK

Step 4 of the Combat Routine (page 160) explains how Action Time is sequenced. *Spellstart* begins on the caster's Initiative Rank (IR) and lasts as long as casting Time (which the Delay option can extend). The mage then makes the Casting Roll as a 1-turn Incant action on the next IR, called *spellfire*. For spells with a Free action casting Time, spellstart and spellfire occur on the caster's IR of the same round.

CASTING CRITICAL RESULTS

Critical Failure: a CF means the casting fails and results in Spell Misfire. The caster suffers the 10 fatigue (+5 for every 2 full CL above I) in the Casting Roll table plus any that results from the Spell Misfire Roll.

Critical Success: a CS means the casting succeeds and the duration is tripled for Temporary spells. Individual spell description may specify other results or a different duration increase.

CASTING ROLL EXAMPLE

A mage in a crowded market begins casting Caecity (Lyahvi III, page 232) on a town guard standing within line of sight 30 feet away. The haggling, the clanging of a blacksmith's hammer, and the bustle of the crowd induce a noise penalty of –10. Trying to lessen attention, the mage casts the spell with normal cant but no gesture, bringing the total penalty to –20.

Caecity has a one-round casting Time and the mage has Spell ML81. Spellstart begins on the mage's Initiative Rank of the **first round**. *Concentration is maintained throughout, and then on the IR of the* **second round**, *the mage takes a 1-turn action for spellfire. The Casting Roll is against EML61 (Spell ML81 – 20 penalty) and the roll is 68—Failure (F). The mage accrues 10 fatigue: 5 from Failure; plus 5 from the spell's CL III. Since the mage cast without gesturing, and the market's noises likely masked the cant, the GM decides the spellcasting failure goes unnoticed.*

The mage decides to try again, beginning spellstart on the **third round**. *The fatigue accrued from the last attempt reduces the same EML61 by 10 more, so the mage decides to employ gesture this time to offset it. After the one round in concentration, the mage takes the 1-turn Incant action for spellfire on the* **fourth round**. *Against EML61, the Casting Roll is 49—Success (S). The spell takes effect and the caster accrues 10 more fatigue, for a total of 20.*

Caecity's description states that the target now makes a Spirit test. The guard has Spirit ML27, and a roll of 43 means Failure (F), so the guard is blinded for eight rounds.

[3] Casting Roll

Given the intricacies of Form creation and the vagaries of Principle channelling, each spellcasting does not always produce the same result.

[3.1] SPELLFIRE

If concentration has been kept from spellstart throughout casting Time, the mage then takes a 1-turn Incant action to make a Casting Roll to determine the spell's success and effect. If concentration is spoiled even at spellfire, the caster must Abort (step 1.2).

[3.2] SPELL TEST

To make a Casting Roll, the mage tests *Spell EML*.

	CASTING ROLL	FATIGUE
CF	**SPELL MISFIRE:** mage creates Faulty Form and mistakenly summons Principle. Result is Spell Misfire (page 203).	10
F	**FAULTY FORM:** mage creates Faulty Form but then safely dismisses it a moment before the Principle is summoned. Spell fails.	5
S	**ADEQUATE FORM:** mage creates Form and summons Principle. The spell takes immediate effect.	5
CS	**IDEAL FORM:** mage creates a perfect Form that maximises the summoned Principle. The spell takes immediate effect. Duration is tripled, with any CS effects per spell's Description.	0

Increase base fatigue by 5 for CL III–IV spells; and by 10 for CL V–VI spells.

If successful, read the spell's description for its effect. The SPELL FORMAT sidebar on page 212 explains in more detail the spell entries.

[4] Casting Fatigue

A mage relies on personal vigour to cast a spell, represented by the likely gain of fatigue. When this process is maximised (CS), fatigue accrual decreases; when blundered (CF), it increases.

Fatigue accumulated from spellcasting leaves the character briefly winded—see page 176 for the rules on resting and reducing windedness fatigue. Mages often use artefacts created with the *Fount* spell to absorb fatigue (Neutral III). The *Pool* spell (Neutral III) and *Joined* casting option spread the fatigue to other characters.

[4.1] CASTING SUCCESS

The success level of the Casting Roll establishes the base amount of fatigue accrued, as given in the CASTING ROLL table (0, 5, or 10).

[4.2] COMPLEXITY LEVEL

Base fatigue reflects casting a Complexity Level I or II spell. Increase fatigue accrual by 5 for CL III–IV spells; and by 10 for CL V–VI spells.

[4.3] SPELL MISFIRE

A Casting Roll CF is called Spell Misfire—see page 203 for its effect. Some Spell Misfire results further increase casting fatigue.

Example: *the Casting Roll success level for a CL III spell is a CF—the mage accrues 15 fatigue (5 extra from the CL III) and suffers Spell Misfire. The d100 roll on the* SPELL MISFIRE *table is 28—Grievous Form Failure. The caster expends 35 more fatigue to prevent the Principle from leaking out of the faulty Form. Among other effects, the total fatigue of 50 reduces the caster's Move 55 to Move 5, barely enabling a staggering walk.*

SPELL MISFIRE

A CF Casting Roll means the mage unknowingly created a faulty Form and then summoned Principle into it. The result of doing so is unpredictable and often dangerous. Roll d100 roll on the Spell Misfire table. The spell fails and the Misfire effect applies immediately.

SPELL MISFIRE

D100	MISFIRE RESULT
≤15	**MINOR FORM FAILURE**: the spell's Form is inadequate to hold the Principle. The caster must draw greatly on personal stamina to prevent principle leak, accruing additional fatigue equal to spell CL×5.
16–25	**SERIOUS FORM FAILURE**: same as Minor Form Failure, except additional fatigue accrual equals spell CL×5 plus 10.
26–30	**GRIEVOUS FORM FAILURE**: same as Minor Form Failure, except additional fatigue accrual equals spell CL×5 plus 20.
31–50	**DISTORTION**: the summoned Principle infuses the caster's Aura with warped forces, inflicting Psyche Stress 1. All failed Aura-based tests are now a CF when the units die is a 3, 5, 8, or 0. This warpage is expunged when the caster completes Psyche Recovery (page 189).
51–60	**CONFUSION**: the summoned Principle infuses the caster's Aura with an ethereal affliction that causes Psyche Stress 2. All failed Aura- and Reason-based tests are also now CF when the units die is a 3, 5, 8, or 0. The affliction is defeated upon complete Psyche Stress Recovery (page 189).
61–80	**MINOR PRINCIPLE LEAK**: a portion of the summoned Principle leaks from a faulty Form. The caster prevents a Total Release only by absorbing it—but suffers Aural Shock 1 in the process.
81–90	**SERIOUS PRINCIPLE LEAK**: same as 61–80, except Aural Shock 3.
91–99	**GRIEVOUS PRINCIPLE LEAK**: same as 61–80, except Aural Shock 5.
100+	**TOTAL RELEASE**: the summoned Principle escapes the Form uncontained by the caster. Raw Principle is released into the world (page 204). The caster suffers Psyche Stress 3 and must test Spirit ML (see sidebar table).

Crucial Misfire: a Spell Misfire roll ending in 5 or 0 is called Crucial Misfire. In addition to suffering the effect of the Spell Misfire roll, the mage has lost the ability to cast the spell that caused the misfire. While they can still cast other spells, such mages must at some point reference their grimoire and enter Spell Research to regain mastery of the lost spell (page 205). After a completed Spell Research Roll, halve the resulting time expended—the mage has then remastered the spell.

Several Spell Misfire entries refer to two other side-effects: Aural Shock and Raw Principle.

AURAL SHOCK

Aural Shock disrupts the connection beings in the physical world have with their souls in the spirit world. A mage suffering from it may not cast spells. Its full effect—and how to recover from it—is explained in the Mental Trauma section (page 190).

RAW PRINCIPLE

Raw Principle is pure ethereal energy released into the physical world. Whereas a properly cast spell is fuelled by the mage's controlled channelling of these forces, raw principle is energy that has slipped such boundaries and is quite unpredictable and dangerous. See the following page for its effects.

TOTAL RELEASE

A mage who suffers a Total Release accrues Psyche Stress 3, as well as the immediate effects of a Spirit test (–5 penalty per spell CL) on the following table:

SPIRIT TEST	
CF	**TRANSFORMATION**: the engulfing Raw Principle proves fatal to the caster's body, turning it into pure elemental form appropriate to the Convocation, such as a puff of smoke (Peleahn) or watery puddle (Odivshe). The caster becomes a Shade, a lost soul in the Spirit World (page 396).
F	**AURAL SHOCK 6** and loss of 6d6 Spirit ML.
S	**AURAL SHOCK 4** and loss of 4d6 Spirit ML.
CS	**AURAL SHOCK 2** and loss of 2d6 Spirit ML.

SPELL MISFIRE EXAMPLE

Five minutes after successfully casting Caecity on the now blinded town guard (page 202 sidebar), the mage wishes to extend its duration through the Maintain casting option (page 200). He concentrates for half the usual casting Time of 1 round, which is reduced to a free action. On the same IR, the mage takes a one turn action for spellfire against EML51 (10 noise and 20 fatigue penalties).

*A 95 is rolled (CF) for 15 fatigue and Spell Misfire (10 fatigue from CF and 5 fatigue from Caecity's CL III). The player rolls 27 for the misfire—*Grievous Form Failure. *In order to prevent the Principle leak, the mage must expend 35 more fatigue (CL×5 plus 20)—for a total 70 windedness fatigue! While still conscious, the mage doubles over, effectively incapacitated from a Move 55 reduced to 0.*

SPELL RECOGNITION

A Pvaric mage who witnesses another Pvaric mage casting a spell using cant or gesture recognises the action for what it is—Pvaric spellcasting. This requires proper line of sight and listening conditions, so it might call for an Awareness test. Otherwise, such recognition is automatic and requires no action.

Spellcasting recognition is not possible if neither cant nor gesture is perceived in the target mage. This can be the result of the caster not using them or the perceiving mage failing to witness them. Since cant and gesture are so unique to individual Pvarists, spell *details*, such as convocation, complexity level, and effects, are never revealed in this way—simply the fact that the process is Pvaric magic.

In combat, a mage can employ spellcasting recognition on any Initiative Rank. It most likely comes into play with regard to the Neutral spells Counter, Distort, and Reverse.

RAW PRINCIPLE

Raw Principle released into the physical world manifests as powerful elemental energy. The effects vary according to the spell's Convocation or whether it was a Neutral spell. Below are some examples—the GM may devise others based upon related elemental principles.

ODÍVSHÈ ENTROPIC WAVE

A shadow flashes outward from the caster 60 feet in all directions and then disappears. The caster and any creature within the entropic wave's area at the moment it passes must, at the start of their next turn, make a Spirit test with a penalty equal to the causal spell's Complexity Level ×5:

	SPIRIT – COMPLEXITY LEVEL×5 TEST
CF	Creature Passes and may not move or take free actions. Attacks are Ignored (retest same Spirit EML next turn).
F	Creatures Passes and may not move (retest same Spirit EML next turn).
S	The creature must Pass this turn. The Entropic Wave effect is then over.
CS	The Entropic Wave has no effect.

SÀVÔRYA CLOUD OF MADNESS

The caster and all nearby creatures accrue Psyche Stress equal to the Complexity Level of the causal spell, minus one per 10 full feet between them and the caster (regardless of LOS). Each victim tests Will to modify the PSY level amount further:

CF: +2 PSY	F: +1 PSY	S: +0 PSY	CS: –1 PSY

If the PSY level is reduced to 0 or less, the victim suffers no stress.

LYÁHVI TEMPEST

Strong winds expand from the caster in all directions out to 60 feet. The tempest lasts one round per Complexity Level of the causal spell, but it does not greatly affect structures and trees. Creatures must make an opposed Press Roll (d6 + STR) against the tempest, which rolls d6 + 10 + (CL × 3). Each round, roll once for the wind and compare its result to each creature's own new roll each turn.

- If the **Tempest** wins, the creature is blown away from the caster a number of feet equal to the opposed Press Roll margin. The caster is blown in a random direction. The creature also suffers the usual effects of the Press Effect table (page 106), perhaps falling down.
- If the **Tempest** loses or ties, the creature's maximum move into the direction of the wind is limited according to the margin of victory in the Press Roll (caster movement is affected in all directions):

MARGIN	MAXIMUM MOVE INTO THE WIND
0	No move
1–4	Half Move
5–9	Full Move
10+	Double Move

Movement perpendicular to the wind is limited to the same rates above unless the creature succeeds on a Stumble Roll (falling on a failure). Movement away from the wind is unaffected.

FÝVRIA EARTHQUAKE

A violent tremor radiates 60 feet out from the caster. It lasts one round and causes Structure Damage (SD) equal to the Complexity Level of the causal spell. A number of SD destroys a 10'×10' section of buildings according to construction: non-stone (1 SD), half-stone (2 SD), stone (3 SD), fortification (+1 SD to that from construction). Start the SD-count at the caster, and work outwards.

The caster and all creatures within the affected area also make an immediate opposed Press Roll against the quake's roll of d6 + 10 + (CL × 5). Resolve each creature's own result against the same roll of the quake's on the Press Effect table (page 106).

If the Raw Principle was released entirely over water at least 10 feet deep, then there is no earthquake.

JMÔRVI NOXIOUS CLOUD

A metallic particle-cloud of toxins erupts around the caster in a 20-foot radius. The cloud remains still for one round and then moves with the wind at a rate per round according to Windforce (WF):

WF	RATE
0	20' per round
1	60' per round
2	120' per round
3	180' per round
4	240' per round

The moving cloud remains intact for a number of rounds equal to the Complexity Level of the causal spell. Creatures the cloud touches make an immediate Shock Roll against SHK8 (page 169, step 4.3).

PÈLEÁHN HYPER BURST

A volatile magical force bursts around the caster in a 15-foot radius. It lasts for a number of rounds equal to the causal spell's Complexity Level. The caster and creatures within it on their turn receive an additional action option, taken on their IR after their regular action.

- The Incant action may only be chosen once per turn.
- As soon as the second action is completed (even if a Pass), the creature makes an Endurance test:

	ENDURANCE TEST
CF	The creature accrues 20 weariness fatigue.
F	The creature accrues 10 weariness fatigue.
S	The creature accrues 5 weariness fatigue.
CS	No effect.

If fatigue equals or exceeds Move, the character still accrues fatigue and makes the END test but does not receive the additional action.

NEUTRAL CHAOS STORM

An interdimensional storm of pure chaotic force materialises around the caster. Treat it just like the Neutral VI spell Vortex (page 255) with a Spell Index (SI) equal to the Complexity Level of the causal spell. Thus, a CL IV spell creates an SI4 Vortex that has a 5-foot diameter, an 80-foot diameter roaming range around it, and lasts 4 rounds. Note that mages who cast the spell do *not* have the option to shield their sources of Arcane energy from the Vortex, but do risk gaining weariness fatigue and Psyche Stress Levels from its dispelling effect (see spell description).

SPELL RESEARCH

Mages make a profound, time-consuming commitment to learn or invent new spells. Such spell research involves reading old tomes, seeking advice from colleagues, and making nascent castings. Once the research successfully ends, the spell is known and the mage may cast it.

SPELL RESEARCH CAPABILITY

To learn spells, either Pvarists require the help of chantry mentors and libraries (*assisted research*); or, at higher levels of knowledge, they can learn—or invent—spells on their own (*unassisted research*). The Spell Research Capability table in the sidebar shows by Convocation Affinity the minimum Pvarism ML needed to begin such research.

***Example 1**: a Shek-Pvar mage with* Pvarism ML24 *may only enter assisted spell research to learn Primary convocation spells.*

***Example 2**: a Shek-Pvar mage with* Pvarism ML80 *may undertake assisted research to learn Tertiary and Neutral convocation spells, and unassisted research to learn or invent Primary and Secondary spells.*

***Example 3**: a character is not a Shek-Pvar member but has a mentor and has Natural Attunement arcane talent with the highest sunsign modifier in Nature. This 'sorcerer' has* Pvarism ML42 *and can do assisted research with the mentor to learn Neutral spells, or do unassisted research to learn or invent Fyvria spells.*

Spell Research Routine

To undertake spell research, mages select a spell within a convocation which they are capable of researching—either assisted or unassisted—and then following these five steps.

[1] Difficulty: note the Spell Difficulty (DIF), equal to the sum of Complexity Level (CL) and Convocation Degree (CD). This is the same formula used for spellcasting, as noted in the page 200 sidebar:

SPELL DIFFICULTY = COMPLEXITY LEVEL + CONVOCATION DEGREE

Natural Attunement: a character with the Natural Attunement talent halves the spell DIF when undertaking research in the associated Primary convocation (retain fractions).

[2] Resources Modifier: a mage must have access to a chantry's libraries and mentors to undertake *assisted* research. The spell may be of any convocation, and the chantry may be of any quality and convocation. However, the chantry's star rating determines the convocations for which it is *best* capable of providing such assistance, as described in the Chantry Resources sidebar section and table.

Increase the research Difficulty (DIF) by one for each star quality the chantry providing the assistance falls short of the optimal Resources, as rated by the chantry's star quality and associated Primary convocation (the mage's own Primary convocation is immaterial to this calculation).

Proxy Resource: a private library or special adviser might be able to serve as a proxy 'chantry', but they usually provide only one-star Resources. The GM designates the proxy's Primary convocation.

Unassisted Research: mages simply need their own grimoire and a safe and quiet location to concentrate. While a chantry is not needed for unassisted research, being at one grants a bonus in step 4.

SPELL RESEARCH CAPABILITY

ML	ASSISTED	UNASSISTED
10	None	None or Primary ❶
20	Primary	None or Primary ❶
40	Primary · Neutral	None or Primary ❶
70	Secondary · Neutral	Primary
80	Tertiary · Neutral	Primary · Secondary
90	Diametric · Neutral	Primary · Secondary Tertiary
100	Neutral	Primary · Secondary Tertiary · Diametric

❶ Characters with Natural Attunement (page 262) may begin Unassisted Research to *learn* and *invent* spells in the associated Primary convocation at ML10; and Assisted Research to *learn* Neutral spells at ML40.

Shèk-Pvâr Rank: Young Shek-Pvar usually start with Pvarism ML between 40 and 69. Those with exceptional talent (SB18) or a remarkable legacy (Shek-Pvar parents) might start with a higher ML, but are usually still limited in research to the Primary and Neutral convocations. The GM could instead deem these characters 'prodigies' and, indeed, allow research according to their literal ML. Such characters might also have completed the customary year's length of adventuring (page 199), and be on their way to Shenava status.

CHANTRY RESOURCES

A Pvaric chantry's star quality dictates how well it supports assisted spell research according to its own associated Primary convocation.

QUALITY	OPTIMAL RESOURCES
★	Primary
★★	As above plus Neutral
★★★	As above plus Secondary
★★★★	As above plus Tertiary
★★★★★	As above plus Diametric

***Example**: a mage does assisted research on a Peleahn spell at the two-star Odivshe Jarehm chantry in Ivinia. Such a Diametric spell is best supported at a five-star chantry, so the DIF increases by three (5 stars – 2 stars = 3), as explained in step 2.*

GRIMOIRES

Shek-Pvar mages write their own personal spell repositories called grimoires. At character generation, PC Shek-Pvar freely receive a grimoire that has 128 pages and weighs 3 lb, per 16 known spells. Expansion requires 15d and 8 pages per spell (+1 lb per 5 spells), acquired at generation through Wealth, or later with coin. Wise Shek-Pvar make entire duplicates, as well.

SPELL RESEARCH EXAMPLE

At a Savorya 3-star chantry, a Savorya mage with Pvarism ML84 and CRE 13 wishes to learn the spell Animus *(Fyvria V). As the* Spell Research Capability *table shows (page 205 sidebar), this requires assisted research for a Savoryan with Pvarism ML80–89, since Fyvria is a Tertiary convocation.*

The spell has DIF 8 (CL5 + CD3) plus 1 from chantry resources—the Savorya three-star chantry is one below the optimal four stars for learning a Tertiary spell. The final base research time is 75 days (30 + [DIF 9 × 5]). The mage has Fyvria Convocation ML79 and Creativity Index 6. The Research Roll is 32 and the SR is 4. This produces SV8 and a four-star result, reducing the research time to 55 days. The mage now knows Animus at ML63 (Fyvria Convocation ML79 minus twice DIF 8; the Difficulty increase for chantry quality applies only to research).

SPELL INVENTION

Mages often resort to spell invention to bring about a specific artefact enchantment effect that does not already exist, or to tweak existing or create new spells. Whatever the reason for spell invention, keep in mind that the reality of Kethira imposes certain esoteric limits:

- Some magical effects have not been discovered or harnessed yet, such as pure flying and electricity.
- Long-distance observation spells require the caster to have perceived the target's True Form beforehand (page 209 sidebar).
- Mind control effects include a Psychic Bond between caster and target (page 237).
- Only Grey mages are able to invent Neutral spells (page 210).
- Casting Times vary by Convocation and Spell Complexity according to a standard pattern:

CONVOCATION	I	II	III	IV	V	VI
Pèleáhn	Free	Free	1-rd	1-rd	2-rd	2-rd
Jmôrvi · Lyahvi	Free	1-rd	1-rd	2-rd	2-rd	3-rd
Fývria · Sàvôrya	1-rd	1-rd	2-rd	2-rd	3-rd	3-rd
Odívshè	1-rd	2-rd	2-rd	3-rd	3-rd	4-rd

Ultimately, spell invention is game-art, not game-science. Players should know well the over 200 spells already provided and balance new effects to the established ones. While they have a listed maximum Complexity Level of VI, there is likely no theoretical limit. It is thought that Grey Mages over the centuries, either alone or more likely in consort, have at least attempted research into more powerful magic.

[3] Base Research Time: after establishing spell Difficulty, the arcanist undertakes research for a base time of 20 + 3d6 days + 5 days per DIF.

BASE RESEARCH TIME IN DAYS = 20 + 3D6 + DIF × 5

The mage spends 10 hours per day in concentrated study. Even the off-hours are spent in quiet contemplation, and restful sleep is integral to the esoteric process. The research must essentially be continuous, but a day's break every d6+5 days will not spoil it.

[4] Spell Research Roll: the mage then makes a **Convocation (Creativity SR) Success Value** test. The Convocation tested is the one to which the researched spell belongs. Weakness fatigue applies if it lasts throughout at least *half* the base research time. Grievous skull injury, or being incapacitated or unconscious at any point, ruins the research.

Unassisted Bonus: a mage doing unassisted research at a chantry has a +10 bonus to the test if the chantry's Resources include the Convocation of the researched spell. For example, doing unassisted research in the chantry's Secondary convocation at a 3-star or better chantry gives the bonus; but not at 1- and 2-star chantries (see page 205 sidebar table).

Creativity SR: with a Convocation S or CS, increase SV by 1 if the Creativity SR succeeds.

SV	CONVOCATION ML (CREATIVITY SR) SUCCESS VALUE TEST
≤ 2	**INCOMPLETE**: the spell research fails. The mage must start the routine over.
3–4	**COMPLETE**: the spell research is completed. For each star result, reduce the research time determined in step 3 by five days (down to a minimum five days). If the spell then becomes known in step 5, it is assumed that it was added to a *grimoire* by the end of the research time. Each known spell requires d6 + 4 pages of space—either as part of an existing book or in one newly acquired (see Grimoires, page 205 sidebar).
5 ☆1	
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

Critical Failure: the mage makes a Will test at the end of research time. Any failure induces Aural Shock equal to half the spell's DIF (round up), spoiling the research. After recovery, the mage must start the entire routine over to learn the spell.

[5] Spell Research Completion: a mage who completes the research, and avoids the harm of CF, has created the spell's Form; Principle may now be summoned to fill it. The mage knows the spell, and the research has added it to a grimoire. *Spell ML* is determined (page 200 sidebar).

CONVOCATION CHANNELLING

Pvarism maintains that the six principle energies express themselves in the minds and bodies of all folk: growth and decay (Fyvria); foundational minerals (Jmorvi); movement and necessary warmth (Peleahn); crucial breath of air (Lyahvi); thought and emotion (Savorya); life-sustaining water (Odivshe). Living creatures are therefore Pvarically Neutral entities, as they exhibit these six elements to varying degrees all at once.

However, it was discovered that at the outset of training a mage most easily learns by concentrating on just one of the six energies. This requisite focus culminates as convocational Primary attunement. While the other five elements do not disappear to the mage, they become simply harder to access at the same time that the attuned element becomes easier to access.

In addition to affecting Pvarism ML, convocational attunement allows for convocation channelling. Because of the broad training in their Primary convocation, Shek-Pvar may perform two special tasks with this ability—spontaneous casting and spontaneous research.

Spontaneous Casting

A moderate level of training in an attuned convocation gives the mage the ability to create simple spell-like effects very quickly. Upon attaining *Pvarism ML 60*, the Shek-Pvar may perform such spontaneous casting in their Primary convocation. A Grey mage may attempt Spontaneous Casting in all six convocations (but not Neutral).

As the Form created is not intricate and idiosyncratic, spontaneous casting is not complicated. The mage creates a general Form to hold a slight amount of Principle—just enough to produce a subtle effect.

The mage follows these four steps to cast spontaneously.

[1] Effect: describe an effect that impacts the caster or emanates no more than Convocational Index feet from the mage's body. The effect may express only the element or associated principles of the mage's Primary convocation. For examples, see the sidebar CONVOCATION EFFECTS tables on the first page of each convocation's spell entry section (starting on page 213).

[2] Time: Spontaneous Casting takes *one turn*. The time in seconds varies slightly according to the mage's primary convocation and even with each casting. For a precise time, roll the given die in the sidebar.

[3] Test: make a roll against Convocation ML (include any bonus from an Elemental Focus). Unlike with spellcasting, Spontaneous Casting has no cant and gesture requirement and induces *no fatigue loss*—although fatigue and impairment penalties apply to the test itself, as for a Casting Roll (page 201).

SPONTANEOUS CASTING ROLL	
CF	The casting fails; the mage suffers Aural Shock 1 (no further Spell Mishap).
F	The casting fails but may be repeated.
S	The casting succeeds.
CS	The casting succeeds; double the brief Duration if desired.

[4] Duration: the minor effect lasts *one round*. For an exact, variable duration, roll two of the Time dice shown in the sidebar.

SPONTANEOUS SPELL TIMES

Spontaneous casting is a 1-turn action, and the effect lasts one round. For added detail to the game narrative, consider rolling the following dice according to convocation to determine the precise casting time. Roll two of the same dice for spell duration:

CONVOCATION	TIME	CONVOCATION	TIME
Odívshè	d5 sec	Fývria	d4 sec
Sàvôrya	d4 sec	Jmôrvi	d3 sec
Lyáhvi	d3 sec	Pèleáhn	d2 sec

***Spontaneous Casting Example**: facing a henchman suspected of treachery, an Odivshe mage wishes to coerce her into confessing. As part of the Intimidation skill test, the mage's player includes an Odivshe Convocational effect where ethereal darkness briefly lines the caster's face in shadows, giving the mage a menacing look. With no required cant or gesture, such Spontaneous Casting takes place without the henchman knowing what is taking place. The Spontaneous Casting Roll is a Success (S) and the GM rolls 2d5 to see how long the shadows last—6 seconds. The GM decides that the casting grants +5 bonus to the Intimidation test, leaving the henchman especially unsettled by the mage's demeanour, regardless of the coercion's ultimate effectiveness.*

SPONTANEOUS RESEARCH

Starting at *Pvarism ML100*, Shek-Pvar may do spontaneous research in their Primary convocation. A Grey mage may do so in all six convocations (but not Neutral). Such channelling combines spur-of-the-moment 'research' and spellcasting into a single roll.

[1] Spell: the mage selects or invents an *unknown* spell in the Primary convocation.

[2] Time: double the usual casting time of the spell according to its entry (a Free Action time increases to one round).

[3] Test: the mage casts the spell as if it were known but with an additional –60 penalty. Refer to the Spellcasting section and apply all the usual modifiers. Resolve the test using the CASTING ROLL table (page 202) but include the following results:

SPONTANEOUS RESEARCH ROLL	
CF	Spell Misfire with +20 to its d100 roll.
F	Spell Misfire with –40 to its d100 roll.
S	Spell takes the S effect as described.
CS	Spell takes the CS effect as described.

[4] Result: With success, the spell takes effect. The mage also earns 5 days (CS 10) towards actually learning the spell through Spell Research (page 205).

ARCANE ATTUNEMENT

In order to invoke or benefit from some arcane artefact enchantments, beings must first establish a connection between their soul and the item. Such attunement is often required with *minor artefacts* (page 256) and always is with *major artefacts* (page 257) and *engraved objects* (page 284).

Attunement Methods

There are several ways to attune to an arcane artefact:

BONDED ATTUNEMENT

Arcanists automatically have bonded attunement with the artefacts they create. Characters with the Natural Attunement arcane talent also become bonded upon touching an artefact that has the same *object element* as their associated elemental principle.

Bonded attunement is instantaneous and permanent. Characters must still be in contact with bonded artefacts in order to invoke or benefit from their effects, but nothing breaks it, except the artefact's destruction.

ATTUNE SPELL

A mage who successfully casts **Attune** (page 250) gains Indefinite attunement with the artefact. It can be lost in three ways: the mage cancels the Attune spell; someone else specifically targets and dispels the mage's Attune spell; or the mage suffers contact loss with the artefact (below).

SENSITIVITY TALENT

A character who successfully invokes **Sensitivity** (page 263) gains Indefinite attunement with the artefact. Cancellation, dispelling, and contact loss can break it.

PROXIMATE ATTUNEMENT

A character who maintains contact with an artefact for one day may test **Spirit** to establish attunement. Once the character succeeds, only contact loss can break it.

Volition Resistance: *subtract* from the Spirit test EML a major artefact's Ego or Will secondary modifier.

Example: *a character with Spirit ML45 attempts proximate attunement with a major artefact that has Ego 7. After maintaining contact for one day, the test is made against EML55 (45 minus the artefact's –10 Ego secondary modifier). The artefact's low Ego makes attunement easier.*

PROXIMATE ATTUNEMENT

SPIRIT – VOLITION SECONDARY MODIFIER TEST	
CF	UNATTUNED: retry allowed in d6+1 days. Major artefacts with a Morality might induce Antipathetic Reaction (see below).
F	UNATTUNED: retry allowed the next day.
S	ATTUNED: Indefinite attunement achieved.
CS	ATTUNED: as above, plus character receives +20 bonus to resist Contact Loss with the attuned artefact (see below).

Antipathetic Reaction

An Antipathetic Reaction occurs when attuners make a CF Proximate Attunement Roll with a major artefact whose Morality score is at least 6 points different from their own. If so, roll d100 on the following table to determine the effect of the attuner's adverse reaction:

ANTIPATHETIC REACTION

D100	EFFECT	D100	EFFECT
01–15	Psyche Stress 1	71–75	Amnesia
16–30	Psyche Stress 2	76–80	Blindness
31–40	Psyche Stress 3	81–85	Deafness
41–55	Aural Shock 1	86–90	Muteness
56–65	Aural Shock 2	91–95	Paralysis
66–70	Aural Shock 3	96–00	*Roll two effects (only)*

Effects: refer to Psyche Stress (page 188) and Aural Shock (page 190). For other effects, see their descriptions on page 184, and test **HB × HR5** every d6 days on the DISEASE COURSE ROLL table to resolve (page 184). If HR is reduced to 0, the effect remains as an Indefinite arcane 'curse' that only Dispel (Neutral II) can remove (–40 penalty). If HR rises to 6, the character recovers.

Shock: in addition to the above effects, Antipathetic Reaction forces the attuner to make a **Shock Roll** against SHK6 (SHK7 if the initial d100 Antipathetic Reaction roll ended in a 0 or 5). An attuner suffering from two effects applies a –20 penalty to the Shock Roll. Resolve using the Injury Sequence, starting with step 4.3 (page 169).

Contact Loss

After establishing Indefinite attunement, characters retain it by remaining in contact with the artefact. This is satisfied by holding or wearing it close. Aura exudes about one foot beyond a person's body, so keeping the object even this near is sufficient to remain attuned.

However, losing such contact with the artefact for one full day risks the loss of attunement. The literal distance is immaterial—being two feet or two miles away both constitute contact loss. The attuned person tests **Spirit**.

Enhanced Connection: characters who achieved a CS on their Proximate Attunement Roll with the artefact receive a +20 bonus to Contact Loss Spirit tests.

CONTACT LOSS

SPIRIT TEST	
CF	ATTUNEMENT BROKEN: character has a –20 penalty to reestablish attunement with the artefact.
F	ATTUNEMENT BROKEN: character may try to reestablish it.
S	ATTUNEMENT MAINTAINED despite contact loss; retest if contact not regained within a day.
CS	ATTUNEMENT MAINTAINED for d6 days despite contact loss; then retest if contact not regained within the ensuing day.

Forced Attunement

A major artefact with purpose whose Volition exceeds the Will of someone touching it may *immediately* attempt forced attunement, and may continue to do so if the person resists but remains in contact with it. The artefact makes a test of **Ego** or **Spirit** minus the person's **Will** modifier. Resolve on the Proximate Attunement table (page 208).

***Example**: a character with WIL12 and MOR13 picks up the Reaver of Ilpylen, a major artefact sword with EGO15 and MOR6. With an Ego greater than the character's Will, the artefact makes a Forced Attunement test against Ego EML70 (ML75 minus the character's +5 Will bonus). A roll of 80 critically fails (CF). The character makes a d100 Antipathetic Reaction roll because the sword's Morality is seven points lower. A 05 roll means the character suffers one level of Psyche Stress and makes a Shock Roll against SHK7. If the character does not let go of the sword, another Forced Attunement roll is made d6 + 1 days later.*

Artefact Domination

A character attuned to a major artefact with a purpose receives the same purpose, as an Indefinite psyche trait. Some purposes have a one-word description; others might be more complicated. If the character loses attunement with the artefact, then the purpose trait is lost.

As with any trait, the player chooses when the purpose motivates or affects the character. If the character acts or withholds action in clear opposition to the purpose, the GM may call for an Artefact Domination roll. This is an opposed test of the artefact's **Ego** or **Spirit** against the attuned character's **Spirit**:

ARTEFACT DOMINATION

OPPOSED EGO/SPIRIT (ARTEFACT) VS SPIRIT TEST (CHARACTER)	
★	The character resists the domination attempt. The character's actions are free from eliciting opposed Artefact Domination tests for one day per star victory.
☆	Break all ties—even failures; the winner gets a one-star victory.
★	For each artefact star victory, the character suffers one Psyche Stress Level. During Psyche Stress Recovery (page 189), the associated purpose becomes an indefinite Psyche Impulse and the character's Morality score is averaged with the artefact's Morality score.

If the Impulse becomes permanent during stress recovery, the averaged Morality score does, too. If the Impulse remains indefinite and the character eventually recovers from it, then Morality returns to normal.

CONSONANCE

Aura extends a foot beyond a creature's body. This 'zone' of Aura creates an esoteric bond with objects worn or carried within it that weigh in total no more than *half* the creature's Spirit ML. Such Aura–object *consonance* determines how much clothing/gear accompany them during dematerialisation of gateway transferral and certain spells. To meet the limit, objects are ignored in order of heaviest weight, whether *carried* in hand, *slung* as gear, or *worn* as an article (select randomly with ties).

As an estimation, a suit of armour weighs ten plus double its ENC rating in pounds (page 112); clothing weighs 5 lb; heavy clothing, 10 lb. The Armour Suits (pages 113–116) provide these estimated amounts. See also Advice & Options on page 348 for more Consonance options.

TRUE FORM

Living entities—such as natural spirits, elementals, people, and creatures—all have a soul, also called their *True Form*. The concept of True Form shapes the scope of certain arcane and astral mysteries. Kethiran arcanists cannot wield powers such as clairvoyance and telepathy as easily as perhaps those on other worlds can, especially against targets many miles away. To do so on Kethira requires them first to have perceived the target's True Form.

In the spirit world, entities can perceive another's True Form with a Spirit Sensing test (page 295). In the physical world, it can be read esoterically in the target entity's Aura. Listed below are the abilities that *require* perception of a target's True Form, *reveal* a True Form, or *conceal* it from detection.

REQUIRE

These spells and talents require incanters to have perceived beforehand the target's True Form. Successfully perceiving a target's True Form is permanent. Characters do not need to repeat the process after the first time—True Forms are 'stored' in their esoteric memory.

Spells: Fervour (S-II, Bonus Effect 9); Enquiry (S-I); Mask (N-V, Duplicated); Wasting (F-IV, Bonus Effect 9); Whisper (L-I, Bonus Effect 9); Wisdom (S-III).

Talents: Clairvoyance (Being); Hex (Far), Prescience (Vision); Psychometry (Being); Telepathy (Far).

REVEAL

These esoteric skill tasks and incantations allow esotericists to perceive a target's True Form. This ability is called *True Sight*.

Skill tasks: Sunsign Perception, Astromancy, Runecasting, Tarot Reading.

Spirit world action: Sensing.

Spells: Unveiling (L-III); Insight (S-II).

Talents: Clairvoyance, Enthral, Hex, Psychometry, Prescience, Telepathy, Visnomy.

CONCEAL

The following esoterica conceal a being's True Form. This blocks True Sight and makes it impossible for the concealed being even to register as a target of incantations that require True Form.

Effects: Aural Shock and Dissolution.

Elixir: Soulcloak.

Spell: Enigma (O-VI). This spell has the side effect of making its concealed target unable to express Aura—thus inducing a sort of 'Aural Shock' throughout duration (see page 245).

GREY MAGIC

The most talented and dedicated Shek-Pvar may eventually attempt to surpass the limitations of convocational casting by unifying the hexagonal Pvarist philosophy into a single practice called Grey magic. A grey mage is able to manipulate all principles with equal ability.

Prerequisites

In order to become a grey mage, the Shek-Pvar incanter must satisfy four requirements.

Vîrán: attain the status of master.

Mastery: attain at least Pvarism ML100.

Spells: know spells that have the following minimum total Difficulty by Convocation: Primary (30 DIF), Neutral (20 DIF), both Secondary (10 DIF each), both Tertiary (10 DIF each), Diametric (10 DIF).

Grey Transformation: complete the *Ritual of the Core* and then succeed in the subsequent Metamorphosis Roll.

RITUAL OF THE CORE

Once the other three prerequisites are met, the would-be Grey must then perform the lengthy Ritual of the Core. This is done as if it were assisted Neutral Spell Research with a Difficulty of 10 minus the star quality of the mage's home chantry.

Upon completing the Ritual, the mage immediately makes a **Metamorphosis Roll**. This is a Pvarism test with a penalty equal to 30 *minus* the sunsign modifier of the Primary convocation. This means the total penalty will range between –15 and –45. A *negative* sunsign modifier actually makes the metamorphosis *easier* since the mage has greater balance with the more difficult convocations.

METAMORPHOSIS ROLL

	PVARISM – 30 – PRIMARY SUNSIGN MODIFIER
CF	The attempt fails; mage suffers Spell Misfire (page 203) and Aural Shock 6, cumulative with any suffered from misfire. The Ritual of the Core may never be attempted again.
F	The attempt fails; mage suffers Aural Shock 4. Once recovered from Aural Shock, mage may repeat Ritual of the Core and Metamorphosis Roll (–10 penalty per previous failure).
S	The attempt succeeds; mage suffers Aural Shock 2.
CS	The attempt succeeds.

Example*: a Savoryan mage with Pvarism ML101 has satisfied the first three grey mage prerequisites and has just completed the Ritual of the Core research. All that remains is the Metamorphosis Roll. With a Hirin sunsign, a Savoryan mage has a +5 Primary convocation modifier. This gives a 35 penalty (negative 30 minus +5) to the Pvarism ML101 test, for a final Metamorphosis Roll EML66.*

Grey Benefits

Upon successfully making the Metamorphosis Roll and overcoming any accompanying Aural Shock, the Shek-Pvar becomes a Grey mage. They usually keep only nominal ties with their original chantry and often join or form new organisations, such as the White College in Emelrene.

The following rules apply to Grey mages.

Neutral Attunement: Grey mages no longer have attunement with just a single Primary convocation, and they lose the benefits of the Natural Attunement talent, if they had it. A Grey mage has overcome the limitations of just singular convocational attunement and has attained the broader perspective of Neutral attunement. For casting and research purposes, *all* spells—even ones previously learned—are now considered Neutral.

Spell MLs are refigured based upon Neutral ML. Complexity Levels remain unchanged, but all spells have Neutral Affinity and a Complexity Degree of 2 (page 200 sidebar). For mages who had a positive Sunsign modifier in their Primary convocation, Grey casting makes Primary and Secondary spells more difficult, while making Tertiary and Diametric ones concomitantly easier. The opposite is true if the Sunsign modifier was negative.

Spontaneous casting and spontaneous research are allowed in *all* six non-Neutral convocations, since the Grey mage's Pvarism ML100+ applies to all six convocations.

Neutral Research: Grey mages may undertake unassisted research in Neutral spells.

Neutral Spells: Grey mages may invent Neutral spells. When creating non-Neutral spells, they still categorise them according to Convocation. Thus, while a new fire spell is Neutral to a Grey mage, it belongs to the Peleahn Convocation for non-Grey mages to learn.

RENOWNED GREY MAGES

Kemdálwyn al Mânawýdan (b.BT 669): continuing on the work of Barasi, Kemdal devised spells for detecting and manipulating Barasi points. While never able to dictate the termini of filaments, he could string a path together by visualising the destination.

Tâlin al Kesél (b.TR 78): born in Palithane, Talin was largely self-taught during her time spent in the Jerinalian Mountains of Emelrene. Known for her artefact enchantments, she was last seen in TR 124 leading an expedition near the Earthmaster site of Anisha in central Hârn.

Zýna al Médren (b.TR 567): born in the Kingdom of Ledenheim in Harbaal, Zyna became its queen in TR 595. Before her death in TR 614 she had developed well-known spells for mitigating casting fatigue.

SPELL LIST

The spell entries in this chapter are grouped into their respective Convocations, which themselves appear in order of their Tuzyn seasonal sequence: Fyvria is listed first (spring/start of year) and Odivshe is listed last (winter/end of year). Neutral spell entries are gathered together at the end of the chapter. The spell entries within each Convocation are then organised alphabetically. As an additional reference tool, the following Spell List table groups the Convocational spells by their increasing Complexity Level (CL), alphabetically within each CL.

FÝVRIA (PAGE 213)

I Balm
I Decay
I Growth
I Shape
II Diagnosis
II Pox
II Stay
II Syncope
II Tremor
II Victual
III Hunger
III Nurture
III Physique
III Transfer
III Warp
IV Earthwork
IV Guardian
IV Slumber
IV Vine
IV Wasting
V Animus
V Balsam
V Succour
V Tunnel
VI Beckon
VI Meld
VI Petrification
VI Regenesis

JMÔRVI (PAGE 219)

I Lustre
I Protection
I Revelation
I Sight
II Aspect
II Dart
II Foundry
II Magnet
II Tempering
III Anvil
III Charm
III Mend
III Repel
III Singing Sword
IV Fist
IV Forge
IV Mephitis
IV Steel
IV Swordbreaker
V Armour
V Hand
V Mould
V Restoration
V Shroud
VI Assemble
VI Lance
VI Screen
VI Shatter

PÈLEÁHN (PAGE 225)

I Caress
I Desiccation
I Flame
I Heat
I Sphere
II Cloak
II Fireworks
II Hastening
II Skin
II Thirst
III Brand
III Eyes
III Pyre
III Shooting Star
IV Conflagration
IV Envelope
IV Fever
IV Wall
V Doom Curtain
V Gauntlet
V Immolation
V Meteor
V Seeker
VI Burn
VI Convoke
VI Doom Flame
VI Fire Fiend
VI Mantle

LYÁHVI (PAGE 231)

I Beacon
I Muffle
I Palm
I Stench
I Whisper
II Flash
II Lens
II Pocket
II Sound
II Voice
III Caecity
III Globe
III Image
III Prism
III Unveiling
III View
IV Beam
IV Curtain
IV Mirror
IV Nightmare
V Glamour
V Motes
V Passage
V Tube
VI Call
VI Figure
VI Vapour
VI Wind

SÀVÔRYA (PAGE 237)

I Candour
I Diversion
I Enquiry
I Harmony
I Sensation
I Solace
II Enrichment
II Feel
II Fervour
II Insight
II Thought
III Missive
III Panic
III Quill
III Wisdom
IV Key
IV Link
IV Obedience
IV Probity
IV Recollection
V Aural Blast
V Confusion
V Enervation
V Perspective
VI Host
VI Rupture
VI Suggestion
VI Veil

ODÍVSHÈ (PAGE 243)

I Cooling
I Flotation
I Quenching
I Spoon
II Alchema
II Dowsing
II Hush
II Shadow
II Sponge
III Breath
III Crystals
III Freeze
III Gills
IV Condensation
IV Pall
IV Sweat
IV Tide
V Calm
V Gloomweb
V Icewalk
V Rest
V River
V Wave
VI Conjure
VI Enigma
VI Floe
VI Snowball
VI Waterwalk

NEUTRAL (PAGE 249)

I Absorb
I Aegis
I Attune
I Detect
I Reveal
I Survey
II Alarm
II Bane
II Charge
II Dispel
II Distort
II Imbue
II Monitor
II Tap
II Ward
III Counter
III False Soul
III Focus
III Fount
III Pool
III Trigger
IV Chain
IV Converse
IV Resolve
IV Resurge
IV Sanctum
IV Subvert
IV Vessel
IV Well
V Gate
V Investment
V Mask
V Reverse
VI Bubble
VI Personality
VI Vortex

SPELL FORMAT

OBEDIENCE · IV

Talent bonus: Enthral
Psychic Bond

The caster forces a creature to obey. The target resists the spell with an opposed **Spirit** test (CS −20 penalty) that beats the casting success level (break ties).

If successful, the mage may spend 1 round concentrating at any time to issue as a free action a single telepathic command to the target still within range and LOS. No common language is needed, but orders that are not instinctual might require beasts to test Creativity to understand (although the mage may attempt such failed commands anew). Targets then act on their own IR. Each command lasts 1 round, so the mage must keep concentrating for longer obedience.

The caster has a Psychic Bond with the target throughout duration (page 237).

⑦ The spell may target a spirit or astral within range the caster is aware of.

⑧ The caster may require the target to test **Reasoning** at the duration's end. If the REA success level is lower than the spell's (break ties), the subject will not recall being affected by spell.

⑨ Caster may require subject to test **Spirit** at the duration's end. Failure allows the caster to impart a single action the target must undertake within SI hours (CF within SI days). The psychic bond remains until the end of this period.

Time: 2 rounds
Range: SI×5 feet in LOS
Duration: SI minutes

NAME

The spell's general name. Casters often personalise it to include their given name ('*Obedience of Lineus*'), as each mage's Form is subtly different.

SPECIAL NOTES

Some spells include italicised notes:

Artefact spells come in three subtypes: Enchantment, Foundation, and Volition.

Psychic Bond: any Shock State the target suffers while under the spell's effect is also inflicted on the caster.

Talent bonus: a caster possessing the listed Arcane Talent adds its Index to the corresponding Spell Mastery Level (ML).

True Sight: the spell lets the caster sense the target's True Form (page 209).

Neutral spells also list their general category: *Artefact*, *Defence*, *Dimension*, *Identity*, or *Incantation*.

TIME

How long the caster must maintain concentration to cast the spell, from spellstart to spellfire.

- A Free action Time means spellstart and spellfire occur first on the same IR of the round as the 1-turn casting action.
- A Time of a day or longer requires the mage spend 10 hours each day casting. During this time, the caster may only break concentration to eat and sleep.

RANGE

The maximum distance between the caster and the target point of the spell. The caster designates the point during spell *Declaration* and may choose a distance less than the maximum.

- LOS means the point must also be in the caster's unobstructed line of sight.

TARGET

Where the caster directs the spell. For more about many of the following terms, see the Keléstia Glossary (page 430).

Self: the caster. When a Bonus Effect allows a spell normally cast on Self to be cast on another, the subject's characteristics are used for any required tests or rolls. Unless stated otherwise, mages are immune to the negative spell effects of their own castings.

Being: a living entity with a soul and a body (person, beast, plant, WIL-volition artefact). Some spells require the incanter first to perceive a target's True Form (page 209).

Creature: a person or beast, but not plant.

Person: a being with Morality.

Spirit: a living entity with a soul but no body. Spells can also affect incarnated spirits like they would a being's body.

Object: a non-living entity with a 'body' (shape) but no soul, such as a chair, corpse, or EGO-volition artefact. The relative convocational similarity between the spell and the target object might affect the Casting Roll (see Object Element modifier, page 201). Certain spells limit the weight of target objects (if so, the entry will clearly state it). Artefacts (pages 256–257) must weigh less than half the mage's Spirit ML.

Point: a precise point in physical space.

COMPLEXITY LEVEL

A Roman numeral from one (I) to six (VI). The higher the Complexity Level (CL), the more powerful the spell is and the more difficult it is to learn and cast.

DESCRIPTION

A guide to what happens when the spell is successfully cast. Effects resulting from a Critical Success (CS)—beyond the default result in the Casting Roll table (page 202)—is explained in the description. In this example, a CS Obedience induces a −20 penalty to the target's Spirit test resistance, as noted in the first paragraph.

BONUS EFFECTS

Upon attaining each circled *Spell Index* (SI) 7, 8, or 9, the caster gains the corresponding Bonus Effect. Modifiers associated with higher Bonus Effects *replace* similar ones of lower Bonus Effects (unless noted otherwise).

Note: *Neutral spells have no Bonus Effects.*

DURATION

How long the spell lasts.

Instantaneous: momentary effect.

Temporary: for a given time length (unless otherwise expressly noted, a CS triples the give duration); spell also ends when dispelled or cancelled.

Indefinite: until dispelled or cancelled.

Permanent: forever, unless cancelled.

Some enchantments have a *Continuous artefact effect* duration (page 256).

CONCENTRATION

From spellstart to spellfire, mages must be in *concentration* (page 182). Maintaining it requires them to Ignore attacks during the casting Time. If aware of being attacked, casters may defend normally if they Abort the spell as a non-action (see step 1.2 on page 200) .

Some spells even require the mage's concentration beyond spellfire in order to maintain its effect throughout duration. If concentration is broken or dropped, the spell effect ends.

Mages cast the Neutral spells *Counter*, *Distort*, and *Reverse* on the target's Initiative Rank. No matter the result, casters of these three spells must Pass on their next turn as a special recovery.

THE FORCES OF FÝVRIA

The core principle of Fyvrian magic is earth—between the firm crust of Jmorvi metal and the life-sustaining properties of Odivshe water. Fyvrian mages often express both an exuberance for the world's potential as well as a melancholy for its ultimate passing.

Arcane Recovery

Fyvria spells, the Healing arcane talent (page 262), and the Healing alchemical elixir (page 272) can help recovery from physical trauma by way of a test bonus, or a free Advance, Course, or Healing roll (sidebar).

Test Bonus: the same trauma receives only the single highest test bonus from an arcane source. Thus, an injury that receives +10 bonus from a spell (arcane), +20 bonus from the Healing talent (arcane), and +5 bonus from an herb (mundane) gets a +25 bonus (+20 talent plus +5 herb).

Free Roll: failures (F or CF) from an arcane free roll have no effect—only successes apply. Also, rolls from different arcane sources for the same trauma do not stack. Thus, one free Healing Roll from the spell Balm and the first Healing Roll from an elixir result in just one roll.

Understanding

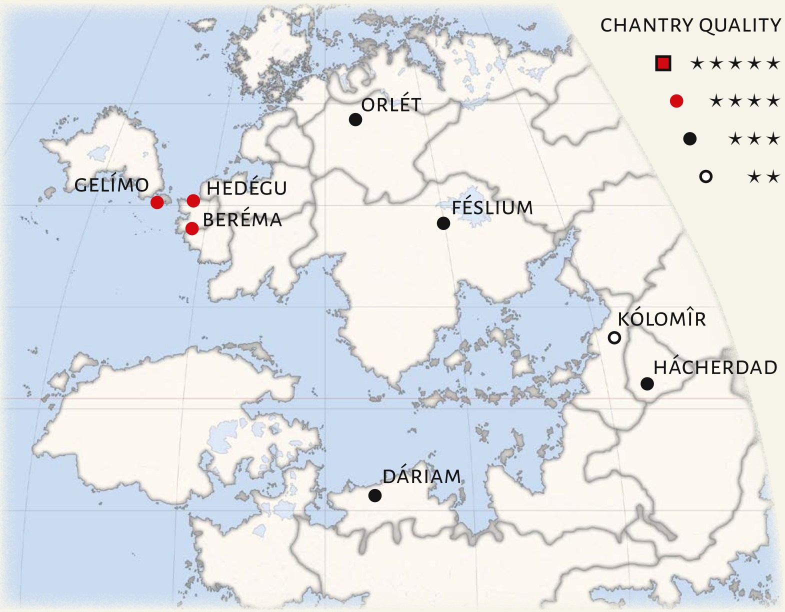
Before casting the spells Balm, Nurture, Stay, Succour, and Transfer, the mage must first have an understanding of the target's physical trauma. This can be acquired in three ways:

[1] The nature of the trauma is self-evident, with a bruise, compound fracture, bleeding wound, cut, or puncture. If it is not obvious, a successful **Physician** test grants understanding (one attempt only).

[2] The mage successfully casts the **Diagnosis** spell.

[3] The mage successfully invokes the **Healing** talent's Diagnose action.

MAJOR FÝVRIA CHANTRIES



ELEMENTAL OBJECTS

Fyvrian elemental objects reflect organic processes—for instance, a wooden staff, a bag of earth, or a garland (growth); or a skull or bone necklace (decay).

PHYSICAL TRAUMA ROLLS

Advance Rolls: blood loss (page 178), exposure (page 185), and malnutrition (page 186).

Course Rolls: extended shock (page 179), coma (page 179), infection (page 181), disease (page 184) and poison/toxins (page 186).

Healing Rolls: injuries (page 181), blood loss (page 181), exposure (page 185), and malnutrition (page 186).

DECOMPOSITION

The Animus and Diagnosis spells describe corpses according to their decomposition:

LEVEL	DECOMPOSITION
Minimally	slight skin slippage and hair loss
Slightly	discolouration (grey/green), bloating
Partly	black, caving, some bones exposed
Mostly	advanced decay, most bones exposed
Wholly	dry bone, skeleton

Embalming (page 69) explains the progress of decomposition and how to extend it.

CONVOCATIONAL EFFECTS

Below are ten Fyvria effects as examples for Spontaneous Casting (page 207).

	Earth · Life · Death · Growth · Decay
1	Plants nearby briefly writhe.
2	The earth underfoot softens or stone slightly crumbles.
3	A feeling of vigour washes over all those close to the caster.
4	Everyone near the caster feels renewed in their current task.
5	Everyone nearby yawns or feels slightly fatigued.
6	Those near the caster feel a sudden wave of dread and mortality.
7	The caster's hair grows nearly imperceptibly.
8	The caster briefly seems to grow in stature.
9	All plants nearby wilt slightly.
10	The taste of nearby food seems slightly spoiled or soured.

ANIMUS · V

The caster makes the corpse of a creature no larger than medium size (page 401) move. Since death severs the connection between soul and body, Animus does not allow the mage to communicate with the dead body's personality. Instead, the spell simply allows the mage to dictate the corpse's physical actions from a distance.

At spellfire, the caster can have the corpse perform an action. The corpse no longer has Skill ML, so actions requiring a test use its once-living STR, DEX, or AGL. Refer to a skill's Primary attribute as a guide to assigning actions (thus, striking with a sword tests DEX).

After spellfire, if the corpse is within SI × 10 feet and LOS, make a d10 roll versus a TN equal to Animus SI (CS +2) at the start of each of the caster's turns. A success lets the mage control the corpse as a free action; a failure requires a 1-turn action. If not controlled or out of range, the corpse falls to the ground.

The corpse's state of decomposition affects its performance in three ways:

DECOMP	PEN	IMP	FUNCTION
Minimally	–10	–1	STR – 2
Slightly	–20	–2	STR – 4
Partially	–30	–3	STR – 6
Mostly	–40	–4	STR – 8
Wholly	*No control allowed*		

Pen: penalty to Attribute tests and Move.

Imp: the impact modifier to successful strikes by the corpse.

Function: a corpse suffers no Shock but is rendered inoperable in two ways:

- A single Grievous skull or torso injury.
- When total Injury Levels equal or exceed the amount given according to Strength and decomposition.

Each individual limb is made inoperable by a single Grievous injury.

⑦ Tests made by the animated corpse receive a bonus equal to Animus SI.

⑧ Spell animates half SI corpses of medium or smaller size, or one corpse of large size. After spellfire, a single Animus SI Secondary Roll determines the action requirement that controls all corpses.

⑨ Tests made by the animated corpse receive a bonus equal to Animus SI × 2.

Time: 3 rounds
Range: Touch
Duration: SI minutes

***Animus example**: a mage with Animus ML72 makes a Casting Roll Success (S) while touching a slightly decomposed corpse (original STR15, DEX11, AGL10). At spellfire, the caster controls the corpse to stand and move towards a brigand 10 feet away. Its original AGL and STR gives it Move 55, reduced to 35 from decomposition penalty. It expends 10 feet to stand, then 10 feet moving to engage the brigand. The mage's turn ends.*

At the start of the next turn, the mage makes a d10 roll against TN7 roll to see if control is issued as a free action, but it fails. So, the mage expends a 1-turn action to have it take the Attack action to make a Press Attack against the brigand with its DEX ML42 (ML55 – 20 penalty + Bonus Effect 7). If successful, its Press Roll is d6 + 11 (STR15 – 4).

BALM · I

Talent bonus: Healing
Understanding required

The caster touches a being and designates one *injury* to receive an immediate Healing Roll (CS +10 bonus). Until actually treated, untreated injuries have a Healing Rate equal to that of a CF Treatment Roll (page 180). The same trauma may receive *one* such roll from Balm, and only successes (S or CS) take effect—failed Healing Rolls are ignored. Balm does not stack with similar first rolls from other arcane sources (page 213).

⑦ The spell may grant an immediate Healing Roll for blood loss, exposure, or malnutrition (CS +10 bonus).

⑧ The spell may grant an immediate Course Roll to one designated physical trauma (CS +10 bonus).

⑨ Range becomes 10 feet in LOS.

Time: 1 round
Range: Touch
Duration: Instantaneous

BALSAM · V

The spell improves the caster's recovery power and slows biological ageing. Over the next year, the character's Healing Base increases by 1 (CS 2). There is also a 50% chance the next Ageing Roll (page 414) is skipped (CS automatically skipped). The subject can only be affected by one casting of Balsam at a time; subsequent castings before the end of the current duration have no effect.

Young characters are only affected by the *ageing* benefits of Balsam six total times; mature characters, five times; and the old, four. This amounts to fifteen total times in a single lifetime. Even when unaffected by the ageing benefits, the character still receives the HB increase.

⑦ With Success (S), the next Ageing Roll is automatically skipped.

⑧ Healing Base increases by 2 (CS 3).

⑨ The spell may be laid on a person the caster touches.

Time: 10 hours
Range: Self
Duration: 1 year

BECKON · VI

The caster summons a Minor Ivrihn from its primal plane and binds it to at least a five-foot cube host mass, such as earthen ground or rock, within range. With spellfire success, the elemental tests **Spirit** in opposition to the Casting Roll (do *not* break ties: ✪).

OPPOSED BECKON—SPIRIT TEST

★1 The Ívrihn remains bound to its host mass as a *free* elemental (page 358). If possible, it tries to flee the mage, attacking if necessary.
✪ The Ívrihn returns to its primal plane.

☆1 The mage controls the Ívrihn for duration, then it returns to its primal plane.
☆2 The mage controls the Ívrihn for double the duration, then it returns to its primal plane.
☆3 The mage controls the Ívrihn for triple the duration. The mage may then leave it bound to its host mass as a free elemental or allow the Ívrihn to return to its primal plane.

These results are in addition to those of the Casting Roll table (page 202).

A mage who successfully controls the Ivrihn may take 1-turn actions starting on the following round to command it to perform any action within its power (page 361). Both the mage's command and the Ivrihn's action take place on the mage's Initiative Rank (IR).

⑦ Caster may beckon a Substantial Ivrihn into at least a 10-foot cube host mass.

⑧ The Ivrihn has –10 penalty to the opposed Spirit test.

⑨ Caster may beckon a Great Ivrihn into at least a 15-foot cube host mass.

Time: 3 rounds
Range: SI × 5 feet
Duration: SI rounds

DECAY · I

The caster chooses one of two versions of Decay at spellfire (casting Time given).

Creature (1 round): Healing Periods for physical trauma are doubled. This effect is itself treated as a disease with HR4 (CS HR2) and a period of five days. Targets resist at spellfire with a higher **Spirit** test success level than Decay's (break ties).

Plants (10 minutes): once per year, the Land Quality for the next yield of SI acres of vegetation is reduced by 0.1 (CS 0.2).

⑦ Range becomes SI×100 feet in LOS.

⑧ One extra creature may be affected.

⑨ Plant yield is reduced by 0.2. (CS 0.4).

Time: 1 round
Range: 10 feet
Duration: Instantaneous

DIAGNOSIS · II

Talent bonus: Healing

The caster understands all of a creature's physical trauma and gets a +10 bonus (CS +30) to Physician tests to treat them.

⑦ With a shared language, caster may grant the same bonuses to a different character's treatment tests.

⑧ Treatment bonuses increase by +10.

⑨ Spell may instead be cast on a corpse to determine its cause of death.

Time: 1 round
Range: SI×10 feet in LOS
Duration: Instantaneous

EARTHWORK · IV

The caster touches the ground with a hand, foot, or elemental object and creates an earthen mound of one five-foot cube per SI. The mound must distend from underground. There is no effect if targeted in thin air or on top of solid metal, stone, or wood.

The caster can have the mound extend in any direction from the designated point, but it must be in contiguous five-foot cubes. The final shape may not be greater than 10 feet high, nor higher than it is wide. The mound forms *around* metal, stone, and wooden structures or objects, and plants (perhaps burying them), but does lift up creatures standing on it. At the end of duration, the mound collapses flat, back down to the ground.

⑦ Range becomes SI×5 feet in LOS.

⑧ The mound may be twice as high as it is wide, but not greater than 10 feet high.

⑨ The mound may be up to 15 feet high and merely 5 feet wide.

Time: 2 rounds
Range: Touch
Duration: SI minutes

GROWTH · I

The spell enhances the natural growth of SI acres of crops. The caster concentrates and walks slowly within range of the targeted plants throughout casting time. Once per year, the spell increases the Land Quality (LQ) of the next yield by 0.1 (CS 0.2). LQ is an index between 0.50 (poor) and 2.00 (excellent) measuring soil fertility and climate (1.00 is average).

⑦ Range becomes SI×100 feet in LOS, and casting time becomes 5 minutes per acre.

⑧ Effective LQ increases by 0.2 (CS 0.3).

⑨ Effective LQ increases by 0.3 (CS 0.4).

Time: 30 minutes per acre
Range: 10 feet
Duration: Instantaneous

GUARDIAN · IV

A targeted plant or creature alerts the caster when a *living entity* intrudes within its natural perceptive range (about 5 feet for plants). To be detected, a spirit must be incarnate (the guardian cannot sense the Spirit World). The caster may instruct the guardian to ignore certain entities, such as innocuous insects.

The caster must be within SI×50 feet of the guardian to notice the alarm telepathically. The intruder is not identified or described—simply noticed.

⑦ Caster is alerted in general terms as to the intruder's nature ('large humanoid' or 'huge reptile').

⑧ Caster is alerted to the specific nature of the intruder, according to the extent of the guardian's own senses.

⑨ The caster may limit the alarm to a specific entity class (humans, bears, etc.).

Time: 2 rounds
Range: Touch
Duration: SI×10 minutes

HUNGER · III

One creature suffers an immediate onset of starvation with a starting virulence of HR4 (page 186). As the OUTCOME table indicates on page 184, the victim at once accrues 10 weakness fatigue. With no food, the creature makes an Advance Roll every *two days*; with half rations, every *four days*. The starvation either ends naturally or at the end of Duration. In the last case, the character immediately loses any weakness fatigue or Shock State associated with the starvation.

⑦ All Advance Rolls have –10 penalty.

⑧ Advance Roll periods are reduced to *one day* (no rations) or *two days* (half rations).

⑨ Spell affects up to SI creatures.

Time: 2 rounds
Range: SI×10 feet in LOS
Duration: SI days (CS +2 days)

MELD · VI

The caster, and up to half Spirit ML pounds of worn or carried gear, are able to meld through stone, earth, or wood—but not through forged metal, enchanted objects, or living material. Maximum movement with a Move action varies according to the intervening material:

MATERIAL	MOVE ACTION
Stone	Half Move (Difficult)
Wood	Half Move
Earth	Full Move

While melding, the caster retains solidity and continues to be subject to physical injuries and effects. If the spell wears off in stone or wood, the caster immediately dies; in earth, the caster begins to suffocate (see Asphyxia, page 183).

⑦ The spell affects up to half SI living creatures as long as they remain in skin contact with the caster after spellfire and move with the same rate restrictions. Each affected creature other than the caster reduces duration by one round.

⑧ Rates of movement for the mage (only) increase by one category—Half (Difficult) to Half; Half to Full; and Full to Double.

⑨ The spell may be laid on a person the caster touches (Duration is SI rounds).

Time: 3 rounds
Range: Self
Duration: SI×2 rounds

NURTURE · III

Talent bonus: Healing
Understanding required

All the Healing Rolls of one designated physical trauma receive +10 bonus for the duration of its recovery (CS +20). The subject falls unconscious for one hour at spellfire. Nurture affects the same trauma only once but applies whether cast before or after mundane treatment. Only the highest similar bonus applies among several arcane sources (page 213).

⑦ A Critical Success (CS) gives a +30 bonus.

⑧ A Success (S) gives a +20 bonus.

⑨ May be cast to stop bleeding from one injury immediately.

Time: 2 rounds
Range: Self or Touch
Duration: Instantaneous

PETRIFICATION · VI

The caster touches a creature and turns it to stone. An unwilling target tests **Spirit** and avoids the effect by beating the spellfire Success Level (break ties). Petrified subjects weigh three times their normal weigh, and their bodily functions slow to a negligible, safe level.

⑦ Effect may turn victims to wood, weighing half their normal weight.

⑧ Targets are still petrified SI rounds if their Spirit test merely wins a tie break.

⑨ Range becomes SI×5 feet in LOS.

Time: 3 rounds
Range: Touch
Duration: SI minutes (CS SI hours)

PHYSIQUE · III

A physical attribute score of the caster or target creature increases by 2 (ML +10). Skills with this attribute in their Skill Base increase ML by 5. Physique does not combine on the *same* attribute with itself or any attribute-enhancing effect.

⑦ Range becomes SI×5 feet in LOS.

⑧ Score increases by 4/ML+20 (skill ML +10).

⑨ Score increases by 6/ML+30 (skill ML +15).

Time: 2 rounds
Range: Self or Touch
Duration: SI×2 rounds

POX · II

The caster induces immediate infection in a single injury that already has the potential to be infected (that is, its HR is in a grey box). The infected wound may be treated normally; it may run its course, or it will end if Pox is dispelled.

⑦ Spell works on any injury, regardless of whether they normally become infected.

⑧ Range becomes SI×5 feet in LOS.

⑨ Spell can cause infection (with HR4) in a location even without an existing injury.

Time: 1 round
Range: Touch
Duration: Indefinite

REGENESIS · VI

Talent bonus: Healing

The spell slowly reconnects a person's amputated arm. The limb must have been severed within the last SI days, and it must be at least 90% intact. With successful spellfire, the arm attaches and begins to recover as a G5E injury with Healing Rate 5. There is no chance of infection, but indefinite and permanent impairment are still possible. Follow the steps of the Healing Sequence (page 177) to determine the outcome.

The process is stressful. At spellfire the patient makes an **Endurance** test (Regenesis CS +20 bonus)

CF: UNC **F**: INC **S**: STN **CS**: —

The result is the indefinite Shock State the patient suffers until the arm recovers to an S3E injury.

Creatures may only be under the effect of one Regenesis spell at a time.

⑦ Spell may reconnect a severed leg.

⑧ Spell may reconnect an ear, eye, or nose.

⑨ The spell works even without the severed body part—true regeneration. However, the injury recovers with HR3, and the accompanying END test has −20 penalty (Regenesis CS no penalty).

Time: 1 hour
Range: Touch
Duration: Instantaneous

SHAPE · I

The caster may direct a single plant to change into a particular configuration, such as a tree into the general shape of a person or—with multiple castings—several bushes into a tight hedgerow.

⑦ Spell may affect up to half SI plants, but duration is split evenly among them.

⑧ Range is SI×10 feet in LOS.

⑨ Spellfire CS allows a concentrating caster to modify the shape later at any point throughout duration.

Time: 1 round
Range: Touch
Duration: SI×10 minutes

SLUMBER · IV

Talent bonus: Healing

The caster touches a creature and renders it unconscious for duration (called *deep sleep*). An unwilling subject may resist with a **Spirit** success level that exceeds Slumber's. On a tie, the creature is instead stunned for SI rounds (*drowsy*), with no usual round-by-round test to overcome.

Someone may rouse a subject in a *deep sleep* by taking one minute and succeeding on a **Physician** test with +30 bonus. Otherwise, the creature awakens at the end of duration.

After a *deep sleep* that lasts the entire duration, a willing target gets a Healing or Course Roll (as applicable) for each physical trauma (CS +10 bonus). All windedness fatigue is removed and weariness is reduced as if the target had just slept 8 hours (page 176).

Each trauma may receive only *one* such roll from Slumber (Bonus Effect 9 allows *two* rolls per trauma). Each trauma's rolls do not stack with similar rolls from other arcane sources (page 213). Thus, an injury targeted by Balm (one roll) and Slumber (one roll) receives only one Healing Roll.

⑦ Range becomes SI×5 feet.

⑧ Spellfire Critical Success (CS) gives a +20 bonus to Healing and Course Rolls for all affected traumas.

⑨ If Time is 10 minutes, then any success gives a willing target *two* applicable Healing or Course Rolls per trauma. Duration is 8 hours (S) or 1 hour (CS).

Time: 2 rounds
Range: Touch
Duration: 1 hour (CS 30 minutes)

STAY • II

Talent bonus: Healing
Understanding required

The caster designates one understood *injury* of a target creature. Its next Healing Roll that results in CF is treated as a Failure (F). The spell ends when this CF is rolled (CS after two CF) or when the injury heals. The same trauma may benefit from only one Stay spell.

⑦ May be applied to one understood trauma involving any Healing and Advance Roll.

⑧ May be applied to a trauma's Course Roll.

⑨ Range becomes SI×5 feet in LOS.

Time: 1 round
Range: Touch
Duration: Instantaneous

SUCCOUR • V

Talent bonus: Healing
Understanding required

The caster touches a creature and induces rapid healing in a single injury. The target may not be bleeding, suffering extended shock, or in a coma (page 179). Succour removes all the target's *windedness* and *weariness* fatigue that existed prior to the spell. While not instantaneous, the recovery requires no Healing Rolls and carries no risk of infection or impairment. At spellfire the target accrues 10 new *weakness* fatigue for every Injury Level of the designated injury.

Every 24 hours, make a d10 roll versus a TN equal to Succour SI. A success reduces the target's accrued fatigue by 5 and the Injury Level by 1. Make d10 rolls until both the fatigue and Injury Level are 0. Fatigue accrued *during* this time does not begin to abate until Succour's fatigue is 0. After duration, the injury heals naturally at its current Severity and Injury Level (if not already fully healed).

Creatures may be under the effect of only one Succour spell at a time.

⑦ Patient accrues only 5 new weakness fatigue per Injury Level.

⑧ At spellfire the patient receives an immediate Succour SR.

⑨ Patient accrues only 5 new weakness fatigue per two full Injury Levels.

Time: 10 minutes
Range: Touch
Duration: Half SI days

SYNCOPE • II

A designated creature within SI×5 feet and in LOS becomes tired and falls asleep (*light sleep*). An unwilling target may resist the effect with a **Spirit** success level that exceeds Syncope's. On a tie, the target instead accrues 10 weariness fatigue (*weary*).

Creatures remain in a *light sleep* for duration, or, if it is their normal sleeping period, through the night. Vigorous shaking for one round also wakes them. However awakened, the creature then becomes *weary*, accruing 10 weariness fatigue. Creatures retain Syncope's weariness fatigue beyond the spell's duration and recover from it in the usual manner.

⑦ Effect may extend beyond the caster in a SI×5 foot radius. Half SI creatures closest to the caster are affected.

⑧ At spellfire caster may designate half SI creatures as immune to the effect.

⑨ Subjects who become *weary* accrue 20 weariness fatigue rather than 10.

Time: 1 round
Range: SI×5 feet in LOS
Duration: Half SI×5 minutes

TRANSFER • III

Understanding required

The caster transfers a known *ailment* (page 183) in one creature (the subject) to another creature (the target). A creature is a living entity with a body and at least Aura and Will (people and beasts). The caster must touch both creatures throughout casting time. An unwilling target may resist the effect with a **Spirit** test success level that exceeds Transfer's (break ties). Even with casting success, the target must itself *succeed* on an **Aura** test for the transferal to happen (Transfer CS +20 bonus to target's Aura test).

⑦ Transferral may be into or out of any *being* with a body, which includes plants and Will-volition artefacts.

⑧ Touch still required for subject creature, but target may be up to SI×5 feet away in LOS.

⑨ With CS, no Aura test required by target.

Time: 2 rounds
Range: Touch
Duration: Permanent

TREMOR • II

Talent bonus: Elemental Earth Bolt

The caster strikes the ground with a hand, foot, or elemental object, and a mild earth tremor radiates SI×5 feet out from the point struck. Although it does not affect structures, Tremor forces all moving or standing creatures (except the caster) within the area to make a Stumble Roll at the start of their turn throughout duration (CS –20 penalty). Moreover, all movement is Difficult (page 160).

⑦ Caster may delay the tremor for up to SI rounds after spellfire.

⑧ The effect is more violent. Stumble Roll has a –20 penalty (CS –40 penalty).

⑨ The caster may have Tremor radiate from the point struck in a 5-foot-wide line and chosen direction out to SI×10 feet.

Time: 1 round
Range: Self
Duration: SI rounds

TUNNEL • V

The caster can see SI×5 feet through an expanse of earthen matter such as soil, an earthen floor or mound, or even sand or loose gravel. The base version of the spell does not allow vision through bedrock, metal, or solid stone, or through organic material. Such matter is seen *in* the Tunnel but blocks vision behind it.

Light outside the Tunnel illuminates at half the strength into it, so the effect is rather like peering into a shadowy room (Perception tests might be required to spot details). The mage cannot move into the Tunnel, nor can it be physically penetrated, for instance with a hand or thrown object. If the Tunnel's extent reaches beyond the earthen material, the mage sees the space beyond in whatever lighting condition illuminates it.

⑦ The Tunnel allows vision through organic material such as plants and roots. Metal, bedrock, stone walls, and creatures still block vision.

⑧ Caster may hear noises in and beyond the Tunnel, but they are quite muted. None may be *sent into* or *through* it by the mage.

⑨ The Tunnel penetrates metal, bedrock, and stone, but creatures still block vision.

Time: 3 rounds
Range: Touch
Duration: SI rounds (CS SI minutes)

VICTUAL · II

The caster renders half SI pounds of organic material edible and nutritious. About three pounds feeds one person for a day. Poisonous or toxic material remains so, even after casting.

⑦ Affects SI pounds of organic material.

⑧ Caster may neutralise poisons and toxins contained in the food.

⑨ By touching the eater after the food is eaten, caster may *reactivate* neutralised poisons and toxins.

Time: 1 round
Range: Touch
Duration: Indefinite

VINE · IV

The caster targets a plant in the ground no more than one foot tall and causes it to enlarge to a volume of 1000 cubic feet of tough, tangled growth (halve volume in very dry conditions). The caster may shape the Vine into any dimensions as long as its new height is not greater than ten times its natural height (a common form is a 5' thick by 5' tall by 40' long wall).

The growth begins at spellfire and full volume is reached after an additional period equal to casting time. This allows aware creatures to step aside of its growth. Once at full volume, the thicket prevents movement. If cast on thorny plants, the Vine inflicts d3 separate d8+1P strikes on creatures first caught in it or moving into its space (ZD d10).

Felling tests (page 87) against a one-foot wide section may be tried each minute. A hole is cut through if Felling SV exceeds Vine SI × its thickness in feet.

At the end of duration, the plant begins to rot and, after SI minutes, nothing remains but compost and mud.

⑦ Spell may be cast simultaneously on a second plant within five feet of the first.

⑧ Spell may affect potted living plants—direct ground contact not required.

⑨ As 1-turn actions after spellfire, caster may command a Vine to make one Grab (hold) attack with Reach 5, using Vine ML and a Strength equal to Vine SI × 2 (page 106). Thorny plants inflict their strikes, as above, even if the Grab (hold) fails.

Time: 2 rounds
Range: SI × 5 feet in LOS
Duration: SI minutes

WARP · III

The caster inflicts half SI points of warpage (CS SI points) on a wooden object. Objects are destroyed when warpage (WRP) equals or exceeds the given amount. For example:

OBJECT	WRP	OBJECT	WRP
arrow shaft	1	bedframe	6
club	2	trunk	7
spear	3	door	8
roundshield	4	cart	9
large shield	5	drawbridge	10

At least half the amount of WRP makes the object unusable. At least one fourth WRP levels –10 penalty to its function.

Example 1: *against a spear, 3 or more WRP points break it; 2 points make it unusable; 1 point levels –10 penalty to wield it.*

Example 2: *against a door, 8 or more WRP points sunder it; 4–7 make it stuck in its frame or unclosable; 2–3 points require a STR test with –10 penalty to open it.*

Example 3: *against a drawbridge, 10 or more WRP points break it; 5–9 make it stuck in its frame or unclosable; 3–4 points make Stumble tests include –10 penalty.*

Successful additional castings against the same object only increase WRP by 1, up to a maximum SI warpage (mages cannot improve on an initial CS casting).

⑦ Spell may be cast in reverse, perhaps unwarping a door or reducing an object's current warpage.

⑧ Caster may spread warpage in excess of the target object's WRP to a different object within range. This may be done each time an object's WRP is exceeded.

⑨ Warpage increases by 1 (CS 2).

Time: 2 rounds
Range: SI × 5 feet in LOS
Duration: Instantaneous

WASTING · IV

The caster curses the target with a wasting disease. The victim resists the spell with a **Spirit** test success level that exceeds Wasting's (break ties). If unable to resist, the victim accrues 10 *weakness* fatigue per victory step of the spell.

Every day throughout duration, the victim tests **Spirit**:

	TARGET SPIRIT TEST
CF	Victim accrues 10 weakness fatigue and makes a Shock Roll versus SHK6 (page 169). Any resulting Shock State lasts indefinitely through duration.
F	Victim accrues 5 weakness fatigue.
S	No additional effect.
CS	Reduce duration by one day.

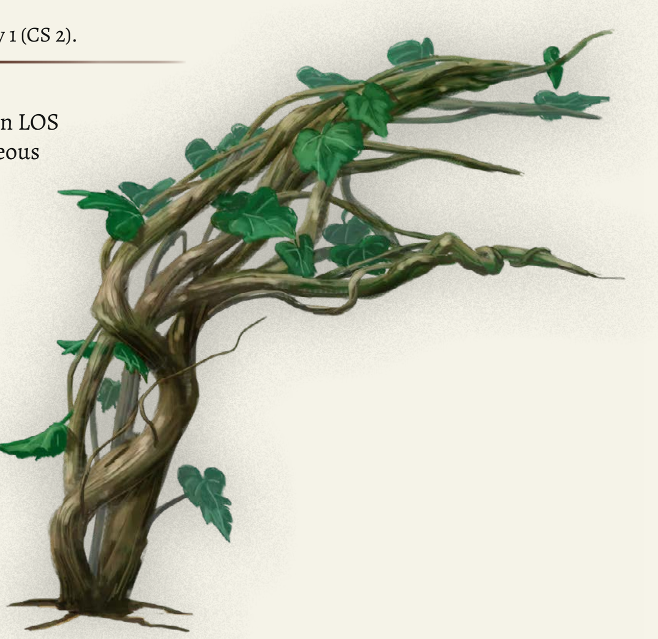
At the end of duration, any indefinite Shock State is lifted and the target receives an immediate END SR, a success of which reduces weakness fatigue by five. Repeat the END SR daily until all of the weakness fatigue is eliminated.

⑦ Wasting inflicts an additional 5 weakness fatigue in the initial opposed Spirit test.

⑧ A CF in the Target Spirit Test table results instead in 15 more weakness fatigue and a Shock Roll against SHK7.

⑨ If caster has perceived the target's True Form, then LOS is no longer required.

Time: 2 rounds
Range: SI × 10 feet in LOS
Duration: SI days (CS SI × 2 days)



THE ARTIFICE OF JMÔRVI

The core principle of Jmorvi magic is metal—between the deep-rooted minerals in Fyvrian earth and the heat-forged artifice of Peleahn fire. Jmorvi smith-mages are often focused and resolute, when not lost in an unyielding and stubborn routine.

Artefact Enchantments

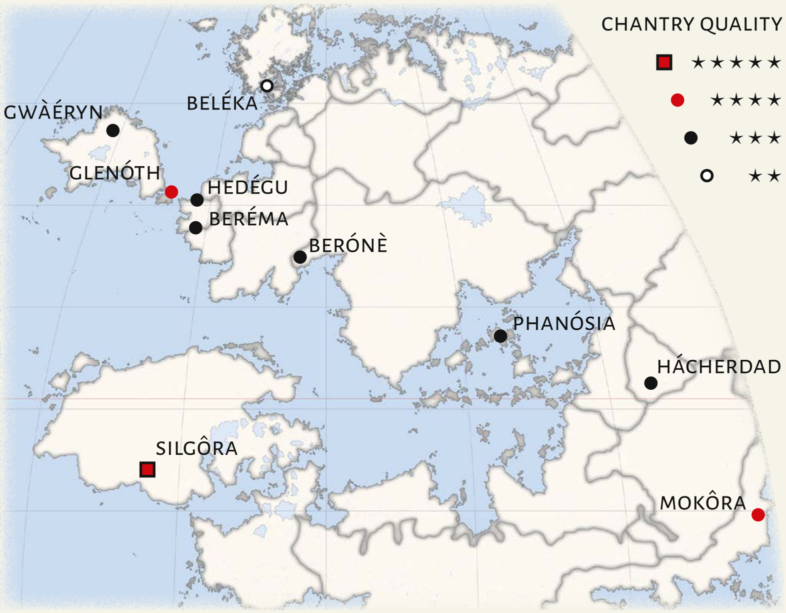
The following Jmorvi spells are artefact enchantments, cast in conjunction with the Artefact Creation Sequences (pages 256–257): Anvil (III), Armour (V), Charm (III), Steel (V), Swordbreaker (IV). If cast while the object is crafted, these enchantments can have a Permanent duration; if obtained beforehand, duration is Indefinite.

Density Index

Metals are given a Density Index—the higher, the heavier. The Jmorvi spells Aspect (II) and Forge (IV) specifically refer to it:

METAL	DI	METAL	DI	METAL	DI	METAL	DI
Truesilver	10	Lead	5	Brass	4	Zinc	3
Gold	9	Silver	5	Iron	3	Antimony	3
Gold coin	8	Copper	4	Steel	3	Arsenic (grey)	2
Quicksilver	6	Bronze	4	Tin	3	Arsenic (yellow)	1

MAJOR JMÔRVI CHANTRIES



ELEMENTAL OBJECTS

Jmorvi elemental objects reflect a sturdy practicality and are usually mostly metal, for instance a hammer, chisel, file, spike, or ring.

METALLIC PROPORTIONS

Objects handled by a Jmorvi mage are rated by their metallic proportion by weight:

RATING	MIN.	EXAMPLE
Minimally	1%	hobnailed boot
Slightly	5%	belt
Partly	20%	spear, arrow
Mostly	50%	axe
Wholly	90%	sword

CONVOCATIONAL EFFECTS

Below are ten Jmorvi effects as examples for Spontaneous Casting (page 207).

Metal · Mineral · Artifice · Substance · Toxicity

1 Any metal items worn by the caster briefly shine or sparkle, noticeable only to those directly viewing them.

2 The metal of items worn or carried by a single person nearby soften slightly and then quickly reharden.

3 All close by hear a very faint ringing, like the single stroke of a distant hammer on an anvil.

4 Any one mostly or wholly metallic item held by a person nearby briefly feels warm.

5 The caster's visage suddenly appears stern and unyielding.

6 A flash of insight grants a +5 bonus to a test of one of Lockcraft, Metalcraft, Mineralogy, and Weaponcraft within the next minute.

7 Any metalcrafted object held by the caster seems valuable or of improved quality to those nearby.

8 A known spirit in animation (page 297) of a nearby object which the mage touches must immediately test Spirit or take no action for one minute.

9 The eyes of everyone near the caster water from slight irritation.

10 A slight odious smell washes over those near the caster.

ANVIL · III

The mage follows the Artefact Creation Sequence (pages 256–257), enchanting one wholly metallic weapon weighing between 1 and SI pounds as a minor or major artefact. The Anvil enchantment improves weapon impact by 1 (CS 2).

⑦ May be cast on one partly or mostly metallic weapon, like a spear or axe, or on half SI at least partly metallic objects that each weigh less than one pound (such as arrow- or boltheads)

⑧ Spellfire CS improves impact by 3.

⑨ Spellfire S improves impact by 2.

Time: 10 hours
Range: Touch
Duration: Continuous artefact effect

ARMOUR · V

The mage enchants articles of wholly metallic armour (mail or plate) as minor artefacts, improving each article's Armour Value by 1 (CS 2). Each casting affects a mass of articles (ART) equal to SI. One casting could affect several small articles, or several castings could all apply to a single larger one.

ARTICLE	ART	ARTICLE	ART
Byrnie	7	Hauberk	13
Coudes	1	Helm	1
Cowl	1	¾ Helm	1
Cuisse	3	Kneecops	1
Cuirass	5	Leggings	7
Gauntlets	1	Mittens	1
Great helm	2	Rerebrace	1
Greaves	2	Spaulders	1
Habergeon	9	Vambraces	1

Each article is its own minor artefact with Armour as its one enchantment. An article requiring multiple Armour castings is still considered one enchantment if such castings are made sequentially during step 3 of the Minor Artefact Creation sequence (page 256)

⑦ May be cast on mostly metallic armour, such as scale.

⑧ Spellfire CS improves AV by 3.

⑨ Spellfire S improves AV by 2.

Time: 10 hours
Range: Touch
Duration: Continuous artefact effect

ASPECT · II

The caster uses one ounce of a seed metal to transform the surface of a metal object weighing up to SI pounds into the metal of the seed. The seed metal must have a Density Index equal to or up to *half SI higher* than the target metal (see table on page 219).

The transformation is extremely thin and fragile, so any inspection by a person who succeeds on an Awareness test reveals the enchantment. For example, scratching with a fingernail might remove the plating. A spellfire CS raises the required perception test to a CS.

⑦ Range becomes SI × 5 feet.

⑧ Seed metal may have a Density Index up to *half SI lower* than the target metal.

⑨ Seed metal may have a Density Index up to *SI lower* than the target metal.

Time: 1 round
Range: SI feet
Duration: SI × 5 minutes

ASSEMBLE · VI

The caster summons a Minor Orivax from its primal plane and binds it to a host mass within range at least the size of a 3 lb sword (see ELEMENTAL SUBSTANCES, page 359). With spellfire success, the elemental tests Spirit in opposition to the Casting Roll (do *not* break ties: ★).

OPPOSED ASSEMBLE—SPIRIT TEST

☆1 The Ôrivax remains bound to its host mass as a *free* elemental (page 358). If possible, it tries to flee the mage, attacking if necessary.

★ The Ôrivax returns to its primal plane.

☆1 The mage controls the Ôrivax for duration, then it returns to its primal plane. While under control, the Ôrivax is not disrupted or threatened by the mage's Aura (page 359).

☆2 The mage controls the Ôrivax for double the duration, then it returns to its primal plane.

☆3 The mage controls the Ôrivax for triple the duration. The mage may then leave it bound to its host mass as a free elemental or allow it to return to its primal plane.

These results are in addition to those of the CASTING ROLL table (page 202).

A mage who successfully controls the Orivax may take Free actions starting on the following round to command it to perform any action within its power (page 361). Both the mage's command and the Orivax's action take place on the mage's Initiative Rank (IR).

When commanded to *Infuse Artefact* (page 361) with its host mass, the Orivax receives an Infusion Pool of 4, 8, or 12 (by size) and, if required, becomes automatically attuned to it. As part of a Free action command, the mage may have the Orivax spend points to express *Infusion Feats* with the bound artefact:

- Spend 2 points to absorb the cost of one charge expended in a 1-turn artefact invocation by the mage on the same IR.
- Increase duration of an already active latent enchantment. Each point spent increases the enchantment's SI by 1 for calculating duration. This extended duration remains in effect even beyond the duration of the Orivax's binding.
- Increase any of its *Jmorvi* continuous effects by one 'unit' per point spent: +1 impact (Anvil), +3 AV (Armour), +5 bonus (Charm), +5 Weapon Damage (Steel or Swordbreaker).
- Increase any of its *Neutral* continuous effects by one 'unit' per point spent: +SI range multiple (Alarm), +2 impact (Bane), +5 points (Fount), +SI bonus (Focus), +5 points (Resurge).

The mage using the same Free action may command the Orivax to expend *any number of points* from the *Infusion* pool, or may spread such commands out over the duration of Assemble. In either case, when the duration of Assemble ends, the Orivax is dissolved and all the Infusion feats end (except for the one that extends latent enchantment durations, as mentioned above). An Orivax suffering Aural Shock at any point also terminates the Infusion feats.

In the case of a free willed Orivax, the GM selects the Infusion Feats it performs and expends the points. Once all are spent, the Orivax usually becomes dormant (see INITIATIVE TEST table in page 359 sidebar).

⑦ Caster may assemble a Substantial Orivax into a host mass at least the size of a metal brazier (page 359).

⑧ The Orivax has –10 penalty to the opposed Spirit test.

⑨ Caster may assemble a Great Orivax into a host mass at least the size of an anvil (page 359).

Time: 3 rounds
Range: SI × 5 feet
Duration: SI rounds

CHARM · III

The mage follows the Artefact Creation Sequence (page 257) and enchants as a major artefact one wholly metallic weapon weighing between one and SI pounds. The Charm enchantment gives the weapon +5 bonus to applicable tests (CS +10). Charmed weapons may be damaged only by other Charmed weapons with an equal or higher Charm bonus.

Applicable tests include Fumble Rolls, Melee (for hand weapons), Throwing, and Missile tests (for the projectiles and the weapon itself, which stack together).

⑦ May be cast on one partly or mostly metallic weapon, like a spear or axe, or on half SI at least partly metallic objects that each weigh less than one pound (such as arrow- or boltheads)

⑧ Spellfire CS grants +15 bonus.

⑨ Spellfire S grants +10 bonus.

Time: 10 hours
Range: Touch
Duration: Continuous artefact effect

DART · III

The caster touches a single wholly or mostly metallic object weighing no more than one pound. With successful spellfire, the caster may immediately throw the object by testing Throwing or Dart ML, before fatigue accrual. All the object's characteristics reflect its actual shape and nature, as given in the Throw Weapon and Thrown Object tables (page 110). Its impact increases by 2 (CS 4), in addition to the modifiers due to range and Strength, and the Dart is considered an enchanted weapon. The caster may hold it after spellfire—the effect lasts until duration ends or until the object is thrown. Dart may not be combined with any other spell or enchantment.

⑦ May be cast on a partly metallic object weighing no more than SI pounds, such as a javelin or spear.

⑧ Caster may place the effect on half SI objects, each weighing no more than one pound.

⑨ Caster may place the effect on an object so that anyone may throw it. Accuracy is tested by that person's Throwing ML.

Time: 1 round
Range: Touch
Duration: SI×10 minutes

FIST · IV

The spell infuses either one hand or foot (chosen at spellfire) with Metal principle. The effect increases by 6B the impact dealt in a Punch or Kick (page 106). Length (LNG) and Zone Die (ZD) remain the same, and Impact TA is 3B. The appendage stiffens to such a state only when it successfully strikes or blocks; otherwise it behaves and looks normal. The subject tests Melee as an *armed* strike instead of a natural weapon. The Fist is unaffected itself by Weapon Damage (page 191), but receives +5 bonus to damage other weapons.

⑦ Spell can be laid on a person the caster touches.

⑧ The spell can affect both hands or both feet, or one of each (chosen at spellfire).

⑨ Subject may achieve Point Aspect by using fingers (d8+3P+STR modifier).

Time: 2 rounds
Range: Self
Duration: SI rounds

FORGE · IV

The caster turns one ounce of a wholly metallic object into another metal of equal Density Index or 1 point lighter (page 219). Without a seed sample of the target metal, Forge EML has –20 penalty. A Metalcraft workshop—or Glove spell—is also necessary in the process.

With a Forge CS the duration is Permanent and the target becomes mundane metal (not enchanted).

⑦ The target metal can have a density index up to 2 points lighter.

⑧ The target metal can have a density index up to 3 points lighter.

⑨ The target metal can have a density index up to 1 point heavier.

Time: 1 day
Range: Touch
Duration: Indefinite (CS Permanent)

FOUNDRY · II

The caster designates Lockcraft, Metalcraft, Mineralogy, or Weaponcraft at spellfire. Foundry increases by 1 SV a single **Success Value** test to craft an object using the designated skill. The increase lasts until the test is made or the end of duration. If the mage does not undertake the crafting in a workshop, then the spell has no effect.

⑦ Caster can designate Ceramics, Fletching, Masonry, or Woodworking.

⑧ Caster can designate Hideworking, Milling, or Textilecraft.

⑨ Caster can designate Glassworking or Jewelcraft.

Time: 10 hours
Range: Self
Duration: SI×5 days

HAND · V

The caster manipulates a wholly metallic object—weighing no more than SI pounds and within half SI×5 feet and LOS—as if it were personally held in one hand. Gestures replicate those that would be necessary to manipulate the object were it held: to lift a door latch, the caster's hand rises; to strike with a sword, the caster's arm swings. Once at spellfire, and then as a free action at the start of each later turn, the caster can move an unattached target object from one point to another anywhere within range.

If using Hand to fight with a weapon, the caster tests the higher of Hand ML or Melee ML as a 1-turn action. The weapon's Heft is ignored and the Impact Modifier is derived from Hand SI×2 instead of Strength score. The distant weapon does not suffer from outnumbering but does contribute to it against foes (including as an Ally or in Flanking, if those options on page 191 are in use). Mages can Block or Counterstrike attacks made against *themselves* if the Hand weapon is within five feet of both the mage and the attacker. However, any such failed Counterstrike results in a strike on the mage, not the weapon.

If the object is required to make a Fumble or Stumble Roll, instead reduce duration by one round.

⑦ May be cast on a partly or mostly metallic weapon, like a spear or axe.

⑧ Range becomes SI×5 feet in LOS.

⑨ Duration becomes SI minutes.

Time: 2 rounds
Range: Half SI×5 feet in LOS
Duration: SI rounds

See page 222 for an example of casting the Hand spell.

***Hand Example** (see page 221): a mage with Hand ML83 targets a shortsword lying on the ground 20 feet away. After two rounds of concentration, the mage takes the 1-turn Incant action to make the Casting Roll. In the middle of a loud melee, the mage has EML reduced to 73. A roll of 22 is a Success (S), causing 15 Fatigue. At spellfire, the caster 'lifts' the sword with a hand gesture and points to another spot in the melee, sending it to engage an enemy that has moved right next to the mage.*

The mage only has Melee ML33 so will test Hand ML83 (minus the 15 fatigue from the casting) in combat with the shortsword. It does d10 + 5E impact, the weapon's base amount plus the 3 Strength bonus derived from twice Spell SI8 ('Strength' 16).

The enemy attempts to strike the mage. With the sword within five feet of both attacker and mage, the mage has the sword Block the strike using EML68 in the opposed Melee test. The next turn, the mage could move the sword 20' (free action) and then attack with it as a 1-turn action.

LANCE · VI

Talent bonus: Elemental Metal Bolt

The caster calls forth red hot, primal iron into the world, forms it into a javelin-shape, and propels it towards a target in LOS. The caster can throw it immediately at spellfire, before accruing casting fatigue, or can throw it on a later turn (but then must account for the casting fatigue). In either case, the mage tests Lance ML or Throwing ML. Follow the rules for Thrown Weapons (page 110) and the Missile Sequence (page 163). The Base Range is SI × 5 feet (but with *no* Volley range), and the Zone Die is d6 at Direct (PB) and d8 at Direct range. The caster cannot wield the Lance in melee but can throw it at a target as close as 5 feet away.

If struck, the target suffers d12 + SI point impact with SI Armour Reduction, *as well as* d4 + SI fire impact (CS increase both point and fire impacts by half SI). Only the point aspect impact receives the modifiers for range (page 163, step 2). Resolve the injuries consecutively, first the point and then the fire, although they do not compound (page 168). The injuries can lead to two separate Shock Rolls, with Shock States applied one after the other (page 169). The Lance corrodes to nothing upon striking a target, the ground, or an object, or at the end of duration.

⑦ Base Range becomes SI × 10 feet.

⑧ The caster receives +10 bonus to throwing test when the Lance is hurled at spellfire.

⑨ The caster receives one bonus Precision TA (page 171) if a target is struck.

Time: 3 rounds
Range: Self
Duration: SI rounds

LUSTRE · I

The caster rubs a wholly metallic object weighing no more than SI pounds, removing rust, corrosion, and dirt from its surface.

⑦ Spell restores corrosion damage, rather than simply removing the rust.

⑧ May be cast on mostly metallic objects.

⑨ Spell removes one point of Weapon Damage to a weapon. May be cast once per instance of damage.

Time: Free action
Range: Touch
Duration: Instantaneous

MAGNET · II

One designated hand of the caster becomes magnetised. Mostly or wholly metallic objects weighing in total no more than SI × 2 pounds that the caster touches are affected—'stuck' to the mage's hand. The effect also increases the caster's grip on such objects, lending SI bonus to Strength Rolls to take targeted objects from someone holding them or to retain hold of magnetised objects (page 106). The mage has the option not to have a touched object 'stick' to the magnetised hand, and may freely release specified objects and pick others up, as long as the total weight of currently held magnetised objects does exceed the weight limit.

⑦ The spell affects partly metallic objects.

⑧ Two target objects become magnetised to each *other*, rather than to the caster. Their effective Strength Roll 'grip' is the mage's own STR plus Magnet SI.

⑨ Range becomes half SI × 5 feet; as a free action a designated object may be drawn 'telekinetically' to the caster's hand.

Time: Free action
Range: Touch
Duration: SI minutes

MEND · III

Usually a workshop is required to restore WQ to a weapon that has suffered more than one point of damage. Mend restores 2 WQ to a wholly metallic non-enchanted weapon no matter its damage and without a workshop (CS 3 WQ).

⑦ May be cast on the metallic parts of mostly and partly metallic objects.

⑧ May be cast on enchanted weapons.

⑨ A Success (S) mends 3 WQ (CS 4 WQ).

Time: 10 minutes
Range: Touch
Duration: Permanent

MEPHITIS · IV

A foul-smelling, dense vapour issues from the air at a point designated within range. The yellowish-brown cloud billows out to a radius of half SI × 5 feet, blocking LOS. The environs' Windforce (0–4) dictates how far the cloud drifts with the wind at the end of the caster's turn each round, and how long it lasts before dispersing:

WINDFORCE		DRIFT	DURATION
0	Light	None	SI × 10 rd
1	Moderate	10 ft per rd	SI × 5 rd
2	Strong	20 ft per rd	SI × 2 rd
3	Gale	40 ft per rd	SI rd
4	Storm	— *immediately dispersed* —	

The first time creatures other than the caster are within the cloud they suffer a SHK7 attack (CS –20 penalty to Shock Roll). After their first exposure to the Mephitis, creatures do not suffer further shock from it on subsequent rounds.

⑦ By concentrating for a round, the caster counteracts the cloud's drift from wind by 10 feet per round, or, if WF0, may move it 10 feet in any direction.

⑧ By concentrating for a round, the caster counteracts the cloud's drift from wind by 20 feet per round, or may move a cloud in WF0 or WF1 winds 20 or 10 feet, respectively, in any direction.

⑨ Anyone the caster designates is immune to the cloud's effect as long as they remain touching the mage.

Time: 2 rounds
Range: SI × 10 feet in LOS
Duration: varies (see above)

MOULD · V

The caster changes the shape of a wholly metallic object weighing no more than SI×2 pounds. The caster could cast Mould to bend or straighten an iron bar or warp a sheet of steel. When duration expires, the object reverts to normal. The base spell has no effect on arcane artefacts, not even those without a Ward, nor does it affect objects in Consonance (page 209) with a living being.

If range is touch, the caster may manipulate up to SI separate objects whose total weight does not exceed SI×2 pounds. For example, door hinges could be moulded for easier—or more difficult—access. If the separate objects are not close enough to be touched at least once during casting Time without the caster moving, then the mage may maintain concentration after spellfire to reach and touch them if they are within SI×5 feet of each other (maximum half Move per turn while concentrating).

Duration varies by Range: SI minutes (Touch) or SI rounds (SI×5 feet).

⑦ May be cast on the metallic parts of mostly metallic objects.

⑧ The spell can affect an Indefinite minor artefact that is not warded.

⑨ The spell can affect an unwarded Indefinite major artefact, but the artefact resists the effect if it is victorious in an opposed **Volition** ML test against the Casting Roll (break ties).

Time: 2 rounds
Range: Touch or SI×5 feet
Duration: Varies (see above)

PROTECTION · I

The caster protects a wholly metallic object weighing no more than SI pounds against its next single instance of Weapon Damage (page 191). The spell ends either after preventing the instance, or after duration.

⑦ May be cast on mostly metallic objects.

⑧ Protection extends to two instances.

⑨ Protection extends to three instances.

Time: Free action
Range: Touch
Duration: SI days (CS Indefinite)

REPEL · III

The caster exudes Jmorvi principles to such a degree that active souls may not engage the mage's dormant soul in Spirit Conflict, and objects in consonance (page 209) with the mage are immune to Animation. The spell does not 'repel' spirits who are Incarnated (page 393).

⑦ The effect extends to the entire astral locale that corresponds to where the mage is in the physical world (page 293).

⑧ Incarnated spirits suffer a –20 penalty to all tests taken within 10 feet of the mage, or a –10 penalty if within 11 to 30 feet.

⑨ Effect may be cast on an unenchanted wholly metallic object. Range is Touch.

Time: 1 round
Range: Self
Duration: SI minutes (SI×10 minutes)

RESTORATION · V

The caster restores a dispelled enchantment and its foundational Vessel spell in a wholly metallic minor artefact. The caster must identify and know the enchantment spell. The Casting Roll is modified according to the elapsed time since the power was lost or dispelled:

TIME LAPSE	MODIFIER
Up to 5 days	0
...1 month	–5
... 1 year	–10
... 10 years	–20
... 100 years	–40
... 1000 years	–70
... 10,000 years	–100

A casting failure (F) with a units die result of 1—or any critical failure (CF)—means the enchantment is irretrievably lost.

⑦ Caster need not be capable of personally casting the enchantment to restore it.

⑧ May be cast to immediately restore a major artefact suffering Ego Subversion. See the Subvert spell (page 254).

⑨ May be cast to restore one major artefact enchantment and Vessel.

Time: 1 hour
Range: Touch
Duration: Instantaneous

REVELATION · I

The caster divines the enchantment on a single wholly metallic object. The amount of information gleaned is a function of spellfire Success Level:

REVELATION CASTING ROLL	
CF	None (no recasting on same object until Revelation Spell ML increases).
F	No information.
S	Whether the object is enchanted; and, if so, the installed spells.
CS	As Success, plus the specific MLs and Indexes of the installed spells.

⑦ May be cast on mostly metallic objects.

⑧ Range becomes SI×5 feet in LOS.

⑨ May be cast on partly metallic objects.

Time: Free action
Range: Touch
Duration: Instantaneous

SCREEN · VI

The skin of the caster acquires a grey-blue-black glamour, giving SI Armour Value to all Locations (including Area AV), cumulative with any clothing and armour worn. Such locations acquire the Rigid Armour trait (page 111), if not already having it, and the *plate* Metal Armour trait (page 133), if that option is in play.

The enchanted skin briefly stiffens when it suffers trauma but, otherwise, retains its natural flexibility. Thus, it protects against all types of impact rolls, such as from enemy strikes or falling damage. Screen does *not* grant the ability to strike a target with an 'iron fist'.

⑦ Screen may be cast on another being touched by the caster, but duration becomes SI rounds.

⑧ The mage (only) may increase the Screen's AV by 2 for a single instance of known impact, announced right before impact is rolled. Each such increase reduces duration by one minute.

⑨ The mage (only) may increase the Screen's AV by 4 for a single instance of known impact, announced right before impact is rolled. Each such increase reduces duration by two minutes.

Time: 3 rounds
Range: Self
Duration: SI minutes

SHATTER · VI

The spell causes an at least partially metallic non-enchanted, non-warded weapon to suffer 1 point of Weapon Damage each time it successfully strikes or is blocked (Shatter CS 2 points). If the affected weapon achieves a CS strike, then *increase* this damage suffered by 1. All Weapon Damage is in addition to what may normally occur from blocks.

⑦ One point of Weapon Damage is immediately inflicted at spellfire.

⑧ Spell may work on enchanted minor artefact weapons.

⑨ Spell may target a major artefact weapon, but spellfire has a penalty equal to half the weapon's Volition ×5.

Time: 3 rounds
Range: SI×10 feet in LOS
Duration: SI minutes

SHROUD · V

A faint golden glow extends a few inches from the caster's body. The impact of wholly or mostly metallic weapons or objects entering the shroud is reduced by 4 (CS 8). The impact of partially metallic weapons or objects is reduced by 2 (CS 4).

⑦ If Shroud helps reduce Impact to less than 1 from a melee weapon, then the wielder must make a Fumble Roll.

⑧ Impact reduction increases by 1.

⑨ Impact reduction increases by 2.

Time: 2 rounds
Range: Self
Duration: SI minutes

SIGHT · I

The caster can evaluate the quality of a wholly metallic object weighing no more than SI pounds. This can reveal Weapon or Star Quality, or a coin's purity.

⑦ May evaluate a mostly metallic object.

⑧ May evaluate at once separate items that together weigh no more than SI pounds, such as a pouch of mixed coins.

⑨ Spell may be cast to detect and identify one designated metallic mineral, such as gold or silver, within half SI×5 feet.

Time: Free action
Range: Touch
Duration: Instantaneous

SINGING SWORD · III

The caster targets an unenchanted mostly or wholly metallic object weighing no more than SI pounds, and it begins to resonate loudly. If held, the wielder suffers an accumulating –5 penalty from vibrations each round, starting at spellfire and measured from the end of the caster's turn (up to SI×5 maximum penalty). The penalty applies to any Dexterity-based test, such as Melee, Throwing, or Legerdemain. Each round, at the start of their turn, wielders make a **Strength** test—a success reduces the current round's total penalty by 5 (CS 10).

The same penalty applies to all Awareness (hearing) tests made by those near the object except the caster. Each 5 feet of distance from the object offsets the current penalty by 5. The wielder's STR test has no effect on this penalty.

⑦ If the object is held, the mage may have the wielder make a Fumble roll at spellfire.

⑧ Spell affects unwarded Indefinite minor and major artefacts, but major artefacts still resist the effect if they are victorious in an opposed **Volition** ML test against the Casting Roll (break ties).

⑨ The target object suffers a surge of heat at spellfire. If cast on a held object, the wielder makes a Fumble Roll at spellfire and also suffers a one-time d4+3F impact to the location in contact with the object (AV applies).

Time: 2 rounds
Range: SI×5 feet in LOS
Duration: SI rounds

STEEL · IV

The mage follows the Artefact Creation Sequence (pages 256–257) and enchants a mostly (*axe*) or wholly (*sword*) metallic weapon weighing between 1 and SI pounds as a minor or major artefact. The Steel enchantment allows the weapon to ignore all Weapon Damage except that delivered by a weapon itself enchanted with either Steel or Charm (Jmorvi III).

⑦ Spell reduces Weapon Damage by 5 from a Steel- or Charm-enchanted weapon.

⑧ May be cast on partly metallic weapons (such as polearms).

⑨ As Bonus Effect 7, but reduction is 10.

Time: 10 hours
Range: Touch
Duration: Continuous artefact effect

SWORDBREAKER · IV

The mage follows the Artefact Creation Sequence (pages 256–257) and enchants a single wholly metallic weapon weighing between 1 and SI pounds as a minor or major artefact. The Swordbreaker enchantment allows the weapon to roll for Weapon Damage on all successful Blocks regardless of any tie break, and regardless of whether the Swordbreaker weapon is the striking or the blocking weapon (see Weapon Damage on page 191). Swordbreaker also increases impact for determining Weapon Damage by 5. On a CS versus CS Block, Weapon Damage increases by 10.

⑦ The spell affects mostly metallic weapons (such as axes).

⑧ The spell affects partly metallic weapons (such as polearms).

⑨ Impact for determining Weapon Damage increases by 5 more.

Time: 10 hours
Range: Touch
Duration: Continuous artefact effect

TEMPERING · II

Tempering increases the Weapon Quality of a wholly metallic weapon by 1 (CS 2). It may only be cast once on the same weapon at the same time, and may only be cast on non-enchanted weapons, which are still considered 'non-enchanted' with regard to whether they can be struck by non-enchanted weapons.

If cast on the weapon at the very end of its construction, the spell has an Indefinite duration (CS Permanent).

⑦ Spell affects mostly metallic weapons (such as axes).

⑧ Casting CS improves WQ by 3.

⑨ Casting S improves WQ by 2.

Time: 10 hours
Range: Touch
Duration: SI×10 days

THE POWERS OF PÈLEÁHN

The core principle of Peleahn magic is fire—between the powerful heat of worked Jmorvi metal and the brisk, mercurial quality of Lyahvi air. Peleahn mages often demonstrate a passionate and undisciplined creativity that can quickly turn impatient and volatile.

Ethereal Fire

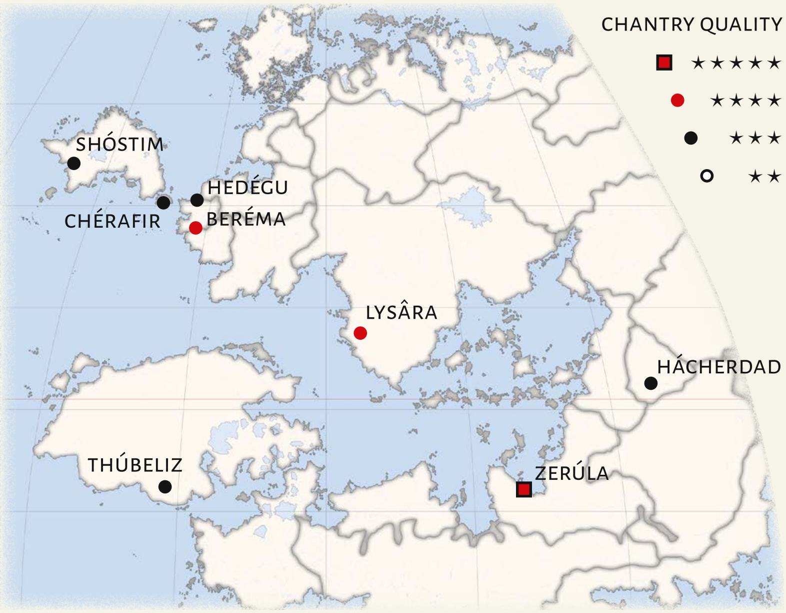
Many Peleahn spells enable mages to channel fire principle into the physical world. Such ethereal fire concurrently exists in both the spirit and physical worlds. It is more translucent than mundane fire and illuminates to only half its distance. While ethereal fire does not set mundane fuels alight, touching it or being touched by it is painful, even lethal in extreme cases.

Ethereal Burn: touching or being touched by ethereal fire inflicts an ethereal burn. This does not leave an actual burn injury but instead causes the target to make a Shock Roll, often against SHK7. There is no F-aspect impact and body location is irrelevant.

Ethereal Heat: targets do not risk direct shock or injury, but a victim affected by ethereal heat for an hour suffers a Heat Hazard (page 149).

Ethereal Smoke: some Peleahn effects produce ethereal smoke. While not opaque like thick mundane smoke, ethereal smoke is only semi-transparent and so tests requiring LOS into or through it suffer a –10 penalty. Those engulfed in it also are subjected to a weak form of asphyxiation with doubled associated time periods (page 183).

MAJOR PÈLEÁHN CHANTRIES



ELEMENTAL OBJECTS

Peleahn elemental objects must all retain heat and remain dry, for instance a censer, lantern, or fire-pot. Most importantly, they must stay lit to be of any benefit. A chain censer burns for an hour using a pound of charcoal tinder (see page 121 for both items).

SEED FIRE

Often Peleahn magic requires the mage to be near a larger source of mundane fire than their elemental object provides. This source is called a seed fire, rated by four *fire sizes* (FS 1–4):

FS	AMOUNT	DIAMETER	EXAMPLES
0	Scant	1 in	censer, lantern
1	Trace	1 ft	torch
2	Minor	3 ft	campfire
3	Substantial	10 ft	large fire
4	Great	20 ft	bonfire

These are the same fire sizes used to describe shamanic Fire Spirit Powers and an elemental's bound form. Fires bigger than FS4, such as a burning building or a forest fire, are still rated as Great seed fires.

CONVOCATIONAL EFFECTS

Below are ten Peleahn effects as examples for Spontaneous Casting (page 207).

	Fire · Heat · Dryness · Smoke · Action
1	A slim ring of ethereal fire surrounds one of the caster's fingers.
2	A weak flicker of light appears around the caster.
3	A burst of warm air emanates from the caster in all directions.
4	The caster's visage appears angry ('fiery') to all those close by.
5	The caster performs a quick and subtle burst of movement.
6	A wave of exhausting energy extends from the caster, making anyone close briefly gasp for breath.
7	A wave of dry air parches the mouth of those nearby.
8	Items close to the caster lose residual moisture (damp clothing dries; drops in near-empty flagons disappear).
9	A wave of nearly invisible ethereal smoke causes anyone nearby to cough.
10	The caster's body is briefly obscured by a gout of ethereal smoke.

BRAND · III

The caster touches an unenchanted object weighing between 1 and SI pounds and envelops it in ethereal fire (Casting Roll must include Object Element modifier, page 201). A target who is touched by or touches the object suffers a SHK7 ethereal burn (CS –20 penalty to Shock test), in addition to any injury imparted by the object. The effect ends after half SI touches or duration.

⑦ The effect may continue for one extra touch but duration stays the same.

⑧ The effect may continue for two extra touches but duration stays the same.

⑨ Caster may target an enchanted object.

Time: 1 round
Range: Touch
Duration: SI rounds

BURN · VI

The caster wreathes a target in ethereal fire for duration. On the first round the victim suffers a SHK7 ethereal burn, modified by a Shock test (page 169). Every other round of duration on the mage's turn, the victim tests Shock. Any failure increases the current Shock State Index by 1, up to a maximum of 9.

⑦ A target touched by the caster at spellfire suffers –20 penalty to the Shock test.

⑧ Caster may designate a second victim to suffer the identical effect.

⑨ Caster may designate a third victim to suffer the identical effect.

Time: 2 rounds
Range: SI × 5 feet in LOS
Duration: SI rounds

CARESS · I

A hand of the caster becomes warm so that touching a frost injury reduces its IL by 1, once per injury (CS 2 IL).

⑦ Caster may instead choose to inflict a burn of d4 + half SI fire impact (CS+2).

⑧ One target may be warded against Cold Exposure for eight hours. Self or Touch.

⑨ Caster may reduce one Area frost injury by 1 IL, once per injury (CS 2 IL).

Time: Free action
Range: Touch
Duration: Instantaneous

CLOAK · II

In every body location, the caster increases Frost AV by SI (CS SI×2). The AV lasts until the first instance of Frost impact (whether penetrating or not) or for duration, whichever comes first.

⑦ The spell can be laid on a creature the caster touches.

⑧ Range becomes SI × 5 feet in LOS.

⑨ Cloak remains for SI instances of Frost impact or duration, whichever is first.

Time: Free action
Range: Self
Duration: SI × 10 minutes

CONFLAGRATION · IV

Natural fuel, such as dry grass or a pool of oil, bursts into flame. Resistant fuels (wet grass, peat, forest humus) ignite but duration is halved. Showers further halve duration, while continuous precipitation prevents all fuels from burning at all.

The Conflagration covers a radius of *half SI × 5 feet* centred on a point the caster selects within range. Each round after spellfire on the caster's turn, the radius expands by *half SI × 5 feet* to the extent of its natural limit, consuming the given fuel as it expands (resistant fuels expand only every other round). The entire Conflagration 'circle' then drifts a number of feet in the direction of the wind according to the table in the Mephitis spell description (page 222). Affected inflamed areas left behind by such drift are immediately extinguished.

Each round creatures remain within the flames, they suffer an Area attack of d4+ SI Fire Impact. The conflagration usually does not last long enough to induce asphyxia (page 183), but all suffer –10 penalty from irritation. The caster is *not* immune to any of the effects.

At the end of duration, the entire Conflagration disappears, leaving fuels affected at any point burnt and destroyed.

⑦ Caster becomes immune to the smoke but not the fire for duration.

⑧ Caster may limit the Conflagration to the initial area—it will not expand (but still drifts from wind).

⑨ Range becomes SI × 60 feet in LOS.

Time: 1 round
Range: SI × 30 feet in LOS
Duration: SI rounds

CONVOKE · VI

The caster summons a Minor Beleras from its primal plane and binds it to a host mass within range at least the size of a campfire (see Elemental Substances table, page 359). With spellfire success, the elemental tests **Spirit** in opposition to the Casting Roll (do *not* break ties: ★).

OPPOSED CONVOKE—SPIRIT TEST

1	The Béleras remains bound to its host mass as a *free* elemental (page 358). If possible, it tries to flee the mage, attacking if necessary.
★	The Béleras returns to its primal plane.
1	The mage controls the Béleras for duration, then it returns to its primal plane.
2	The mage controls the Béleras for double the duration, then it returns to its primal plane.
3	The mage controls the Béleras for triple the duration. The mage may then leave it bound to its host mass as a free elemental or allow it to return to its primal plane.

These results are in addition to those of the Casting Roll table (page 202).

A mage who successfully controls the Beleras may take 1-turn actions starting on the following round to command it to perform any action within its power (page 360). Both the mage's command and the Beleras action take place on the mage's Initiative Rank (IR).

⑦ Caster may convoke a Substantial Beleras into a host mass at least the size of a large fire (page 359).

⑧ The Beleras has –10 penalty to the opposed Spirit test.

⑨ Caster may convoke a Great Beleras into a host mass at least the size of a bonfire (page 359).

Time: 2 rounds
Range: SI × 5 feet
Duration: SI rounds

DESICCATION · I

The caster touches one or several objects weighing no more than SI pounds in total, and they remain dry throughout duration, no matter how much exposed to moisture or whether immersed in water (Casting Roll must include Object Element modifier, page 201). Any dampness present at spellfire also disappears and does not return even after duration (until it naturally reoccurs).

⑦ Range becomes SI × 5 feet.

⑧ Effect may be placed on a fire up to Small size (page 225 sidebar).

⑨ Effect may be placed on a person and up to half Spirit ML pounds of worn or carried gear (use person's own Spirit ML).

Time: Free action
Range: Touch
Duration: SI × 10 minutes

DOOM CURTAIN · V

Throughout casting time the mage quickly passes a hand through the flames of at least a small seed fire (campfire size). At spellfire a 5-foot thick and 10-foot tall ring of fire springs up around the seed fire. The clear zone between the seed fire and the ring may by up to SI × 5 feet in radius. The Curtain remains stationary for duration, but it naturally ignites flammable objects it touches. When the spell ends, the seed fire, Doom Curtain, *and* any newly ignited flames immediately expire (as if they lost all oxygen).

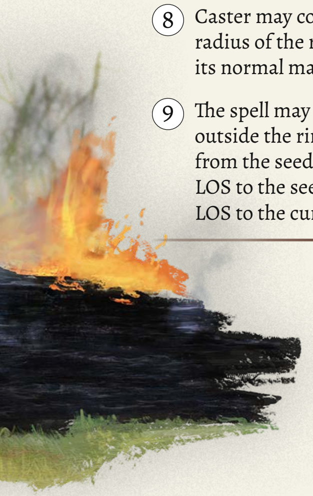
A creature touching the curtain suffers a burn of d4+SI Impact (CS +5). If fully immersed in the Doom Curtain, the victim suffers an Area attack of the same impact. The caster is not immune.

⑦ As a free action after spellfire, caster may open a gap five feet wide in the curtain for safe passage for one round.

⑧ Caster may contract and expand the radius of the ring at will, not exceeding its normal maximum.

⑨ The spell may be cast and modified outside the ring, up to SI × 30 feet away from the seed fire. The caster must have LOS to the seed at spellfire and then later LOS to the curtain to modify it.

Time: 2 rounds
Range: Touch
Duration: SI minutes



DOOM FLAME · VI

Talent bonus: Elemental Fire Bolt

The caster creates a handful of mundane fire from a seed flame within 5 feet and then hurls it to a designated spot within range, where the flame explodes into a ball of fire half SI × 5 feet in diameter. All within it suffer an Area attack of d4+SI Fire impact (CS +4).

The ball is slow-moving enough that creatures who see the caster hurl it may *proactively* take the Evade action (page 166). If electing to do so, they resolve the Evade action now for the Area attack, but apply it as the action on their next IR.

⑦ Dodge tests have a –20 penalty.

⑧ If caster explodes the ball within SI × 5 feet, targets must succeed on an Initiative test to take Evade action proactively.

⑨ The ball's traverse may originate from a seed fire of at least FS2 within SI × 10 feet and LOS of the caster.

Time: 2 rounds
Range: SI × 30 feet in LOS
Duration: Instantaneous

ENVELOPE · IV

A spherical zone of *ethereal fire* extends in a 5-foot radius beyond the caster, who must concentrate and remain stationary throughout duration. The ethereal fire produces an outer *heat haze* area that extends further beyond the ethereal fire to a radius of SI × 5 feet from the mage.

Conscious creatures within or moving into the outer *heat haze* area become uncomfortably warm and must immediately make a Fear Roll (CS caster may include Aberrance 1); see page 187.

Creatures encountering the inner *ethereal fire* zone first make a Shock test (page 169) against a SHK7 Ethereal Burn. If still conscious, or upon becoming so within the Envelope, the creature then also suffers the *heat haze*, as above.

⑦ Caster may designate SI touched creatures as immune to the effect.

⑧ Caster may include ABE 1 with the Fear Roll of the *heat haze* (CS ABE2).

⑨ Caster may drop concentration and move after spellfire; the zones remain in their original place for duration.

Time: 2 rounds
Range: Self
Duration: SI × 5 minutes

EYES · III

The caster's eyes emit a faint orange glow. Regular vision is replaced with the ability to perceive distinctions in heat instead of light. This 'infra-vision' does not distinguish between objects of similar temperature, nor pick out exact details, especially at a distance. The caster tests Awareness to interpret each viewed object (–10 penalty for every full SI × 5 feet away). An Awareness Success gives only general information (a CS reveals more detail).

⑦ As a free action once per turn, the caster may change from heat vision to regular vision, or vice versa. Each change back to heat vision halves duration.

⑧ Awareness penalty halved; details improve with S (CS to near-normal vision level).

⑨ The spell can be laid on a creature the caster touches.

Time: 1 round
Range: Self
Duration: SI × 2 minutes

FEVER · IV

A creature touched by the caster contracts an ethereal fever which imparts 10 weakness fatigue and SHK6 (CS SHK7). Instead of a Shock Roll, every *24 hours* thereafter, the victim tests **Spirit**:

SPIRIT TEST	
CF	SHK increases by 2. (maximum SHK9); and victim acquires 1 Psyche Stress Level.
F	SHK increases by 1 (maximum SHK8); and victim acquires 1 Psyche Stress Level.
S	SHK decreases by 1.
CS	SHK decreases by 2.

The victim suffers indefinitely from the weakness and corresponding Shock State, recovering when SHK is reduced to 0 (which ends the spell) or after duration. Psyche Stress Levels last independently of the spell's duration; the victim acquires the Psyche Trait and begins Psyche Stress Recovery (page 189) once the spell is over.

⑦ Caster may set victim's Spirit tests to occur once every 4 hours.

⑧ Caster may delay the fever's onset by up to SI × 4 hours.

⑨ Range becomes SI × 5 feet in LOS.

Time: 1 round
Range: Touch
Duration: SI days

FIRE FIEND · VI

The caster turns a small to large mundane seed fire within SI feet into an amorphous fire 'creature'. The caster controls the Fire Fiend by staying within SI×5 feet of it. The Fiend cannot move.

As a 1-turn action, the caster may direct it to make a melee attack against one target with the ML and within the range (RNG) indicated below. The target may only Dodge with –20 penalty due to the Fiend's flickering quickness. The characteristics of the strike depend upon the size of the originating seed fire (CS Fiend attack does +5 impact).

SIZE	RNG	ML	ZD	FIRE IMPACT
Small	5'	90	d8	d4+half SI
Medium	10'	80	d6	d4+half SI+1
Large	15'	70	d4	d4+half SI+2

⑦ Fire Fiend may make an attack out to double range (RNG) with a –10 penalty.

⑧ Fire Fiend may make an attack out to triple range (RNG) with a –20 penalty.

⑨ Control range becomes SI×10 feet.

Time: 2 rounds
Range: SI feet
Duration: SI rounds

FIREWORKS · II

The caster quickly passes a hand through a seed fire throughout casting time. At spellfire the mage reforms the fire's shape and the colour of its smoke as desired, changing it into a pyrotechnic *display* of the same size. The display remains amorphous and insubstantial—observers usually understand its 'spectacular' or 'odd' nature (CS caster may include a quality that imparts Aberrance 1, page 187). While so morphed into a display, the seed fire does not ignite combustible material or cause injury.

⑦ Caster may situate the display up to SI×20 feet from the seed fire. The display does not ignite combustible material or cause injury but the seed fire remains intact and dangerous.

⑧ Touching the source no longer required; range becomes SI×10 feet.

⑨ The Fireworks can be one size larger than the source seed fire.

Time: Free action
Range: Touch
Duration: SI minutes

FLAME · I

With available fuel (even if unlit), the caster immediately ignites or enhances a fire to its fullest size. With damp fuel, or if the weather consists of showers or continuous rain, a fire still burns but will only grow one Fire Size per round.

⑦ Fuel added to an affected fire after casting burns twice as long.

⑧ Range becomes SI×5 feet.

⑨ With just the remaining *ashes* of at least an FS3 fire, the caster can ignite a flame two Fire Sizes smaller for SI minutes.

Time: Free action
Range: Touch
Duration: Instantaneous

GAUNTLET · V

The caster's hand or Peleahn elemental object becomes wreathed in ethereal fire with half SI points (CS SI points). Each time a creature is touched by the hand or object, the caster may spend 1 point to inflict an Ethereal Burn with a SHK7, or 2 points to inflict a SHK8. The spell ends when all points are expended.

⑦ Caster may place spell effect on a metallic or wooden object, but Object Element penalties apply (page 201 sidebar). These are the only non-Peleahn elemental objects allowed.

⑧ Victim Shock Rolls include –20 penalty.

⑨ Caster may project the effect to a range of SI×10 feet in LOS, with no chance for the target to dodge.

Time: 2 rounds
Range: Self
Duration: SI×2 minutes

HASTENING · II

The caster's reaction response is enhanced. Move and Dodge ML are increased by 20 (CS 30); Initiative Rank (IR) and Melee ML increase by 10 (CS 20). At the end of duration, the subject gains 5 windedness fatigue, in addition to any gained at spellfire or from other sources.

⑦ Fatigue accrual after duration is reduced by 5 if subject succeeds on an END SR.

⑧ The spell may be laid on a person the caster touches.

⑨ All bonuses may be increased by 10 but 5 extra fatigue are accrued after duration.

Time: Free action
Range: Self
Duration: SI×2 rounds

HEAT · I

A mundane fire burns twice as long (CS three times as long). More fuel may be added to it within SI minutes of spellfire.

If the spell is instead placed on the caster's Peleahn elemental object, its effective Fire Size increases by 1 for SI hours. So, while the elemental object's fire is not literally larger, its size with regard to being a seed fire increases.

⑦ Caster may eliminate smoke from the object fire without it losing its ability to serve as a seed fire for the mage.

⑧ Range becomes SI×10 feet.

⑨ The fire can be made to leave no ash (but non-combustible materials still remain, as usual).

Time: Free action
Range: Touch
Duration: Varies (see above)

Hastening example*: a mage with Hastening ML65 uses a Free action on her Initiative Rank 60 to begin spellstart and then takes the 1-turn Incant action on the very same turn to make the Casting Roll. Including –10 penalty from the noisy melee, the test is against EML55—a 35 roll gives a Critical Success (CS) and no Fatigue accrual (0 from the CS and 0 from Haste's Complexity Level II).*

For the next 36 rounds (tripled duration from the CS), her Move increases from 55 to 85 and she receives an increase of 30 to Dodge ML and an increase of 20 to Initiative Rank (to IR80) and Melee ML. When Duration ends, the mage accrues 5 windedness fatigue, despite not accruing any from the CS Casting Roll itself. Once she reaches Hastening ML70, even this 5 fatigue could be eliminated with an END SR.

IMMOLATION · V

The caster and up to half Spirit ML pounds of worn and carried gear turn into ethereal fire and smoke. The caster automatically floats slowly upwards 10 feet each round to a maximum height of SI × 10 feet. While in the fiery form, the caster has the following *Immolation characteristics*:

- No speech allowed.
- Awareness and PER tests involving vision and hearing have a –40 penalty (taste and smell tests are not allowed).
- May fly straight upward to maximum height as a Move action.
- Drifts with the wind just as described for the Mephitis spell (page 222).
- May only cast Peleahn magic Silently and Still (page 201); may not test other Esoterica Group skills except Spirit.
- Touch inflicts a SHK7 Ethereal Burn.
- Immune to physical damage.

Once per turn as a free action, the caster (or subject; see Bonus Effect 9) may test **Spirit** to attempt one of the following *Immolation Feats*. As a 1-turn action, the caster may try a second on the same IR (even the same feat again, unless noted):

[1] Resist automatically rising.
[2] Squeeze through a narrow opening at least 15–SI inches wide.
[3] Descend 10 feet (Spirit CS 20 feet).
[4] Reduce effective Windforce by 1 (Spirit CS by 2) for calculating turn's drift. See Mephitis spell (page 222).
[5] Touch a creature (only once per turn).

⑦ Caster receives +20 bonus to the Spirit test required by Immolation feats.

⑧ Caster gains lateral control during a move action. The mage may go SI × 10 feet in a desired direction but is still subject to natural wind and must test **Will** or gain 5 fatigue per such move.

⑨ Spell may be cast on a conscious, willing person touched by the caster, but the target must test **Spirit** at spellfire:

SPIRIT TEST	
CF	Form not taken; target UNC.
F	Form not taken; target INC.
S	Form taken for half SI rounds.
CS	Form taken for SI rounds.

Time: 2 rounds
Range: Self
Duration: SI minutes

MANTLE · VI

The caster becomes shrouded in a very faint glow of ethereal fire that completely protects against mundane fire and heat. Up to half Spirit ML pounds of clothing and gear are included in the effect. When shrouded, the caster's touch inflicts a SHK7 Ethereal Burn (CS –20 penalty to Shock Roll). Each instance of fire/heat protection, and each touch of ethereal fire, reduces duration by one minute.

When the Mantle is not currently protecting against fire, viewers must test **Awareness** to see its glow in full or dim light. The Mantle automatically shows up in darkness or at night. While protecting or inflicting burn, it flickers brightly, so no test is necessary to notice it.

⑦ Caster may touch creatures without inflicting ethereal burn.

⑧ Caster may suppress the glow in full or dim light when not protecting or burning.

⑨ The spell can target a person the caster touches. Duration is SI rounds.

Time: 2 rounds
Range: Self
Duration: SI minutes

METEOR · V

The caster and half Spirit ML pounds of clothing and gear turn into ethereal smoke about the size of the caster's body.

The smoke drifts along the ground with the wind for 3d4 hours. For this entire period, generate a single Wind Force and Direction (Weather Lore, page 64), and then roll the precise distance drifted each hour according to Wind Force (right).

WF	DRIFT PER HR
0	1 league
1	1d6 leagues
2	2d6 leagues
3	3d6 leagues
4	4d6 leagues

The spell has a 10% chance of ending for each full 100-foot width of water the drifting subject's path crosses. Thus, only prominent rivers and large bodies of water induce a roll. If the spell does terminate, it happens just *before* the traversal, at the shore's edge.

When the spell ends or is terminated, the caster rematerialises, standing upright and fully conscious.

⑦ Caster may elect to drift for two 3d4-hour periods (generate two wind periods).

⑧ Caster rolls 4d4 hours each period, dropping the highest or lowest d4 result (as designated before rolling).

⑨ Spell may be laid on a conscious, willing person the caster touches.

Time: 2 rounds
Range: Self
Duration: 3d4 hours (CS same as for S)

PYRE · III

The caster touches a *wooden object* weighing up to SI pounds and causes it to burst into flame. The fire consumes it and dissipates in a matter of seconds (it does not spread). Creatures touching the fire or object suffer either a d4+0F burn if they are able to let go or escape it immediately; or a d4+3F burn if unable to (CS +3F in both cases). Caster is immune to such burns from Pyre.

⑦ Range becomes SI × 5 feet in LOS.

⑧ Spell may be cast on *living wood* of the same weight (a branch or plant).

⑨ Maximum target weight increases to SI × 2 pounds (CS × 4).

Time: 1 round
Range: Touch
Duration: 1 second per pound of fuel

SEEKER · V

The caster designates a being within range and LOS. At spellfire this target exudes a trace of ethereal heat that only the caster sees. It leaves a 'trail' the caster can automatically follow for duration. If the target is immersed entirely in water or continuous rain, the spell ends.

⑦ The spell does not end even if the target is in continuous rain.

⑧ A CS prevents the spell ending even if the target is immersed in water.

⑨ Caster may touch another person at spellfire, who can also see the 'trail'.

Time: 2 rounds
Range: SI × 10 feet in LOS
Duration: SI hours

SHOOTING STAR · III

The caster creates a handful of ethereal fire from a seed fire within SI feet and then throws it in a perfectly straight line. Aware creatures in its path receive a Dodge test to avoid being directly struck. Upon hitting water or reaching SI × 30 feet without encountering a solid object or creature, the missile fades out.

If it strikes a solid object or creature, the Shooting Star explodes. Creatures nearby must make a Shock Roll from ethereal burn. The Shock effect varies by their distance from the explosion point:

DISTANCE	SHOCK EFFECT
Directly struck	SHK7 (–20 Shock test penalty)
Half SI×5 feet	SHK7
SI×5 feet	SHK6

Each target in the explosion creates a 'shadow' that grants a +10 Shock Roll bonus to others directly beyond. The Shock effect does not pass through water.

⑦ Seed fire no longer required. If one is used, add its Fire Size (page 225 sidebar) to the SI for calculating maximum range and explosion radius.

⑧ Caster may command the Star to explode at any point along its traverse.

⑨ Caster may have the Star shoot out from a seed fire within SI × 30 feet and LOS of the caster. Its traverse to the target point follows the above rules.

Time: 1 round
Range: See above
Duration: Instantaneous

Shooting Star Example: *a Peleahn mage with Shooting Star ML88 carries a burning torch (Seed Fire Size 1). Facing five mounted Agrikan knights 250 feet away, the mage chooses the Quicken option (free action Time) to make the Casting Roll on her current IR.*

The Shooting Star EML is 68 (–20 from the Quicken). The mage targets the centre rider and may name the precise distance to explode the Star (Bonus Effect 8). Drawing from the torch as a seed fire, the Peleahn has an effective SI9 with the spell, giving it a 270-foot range. It explodes upon striking the middle rider (SHK 7 with –20 penalty to Shock Roll); all other riders and horses are within 20 feet (SHK 7).

SKIN · II

The caster receives Armour Value against fire impact equal to half SI (CS SI). The amount combines with the AV afforded by clothing and armour.

⑦ The spell may be laid on one person the caster touches.

⑧ The spell prevents worn clothing and armour from catching fire.

⑨ The spell may be laid on an object (apply Object Element modifier, page 201).

Time: Free action
Range: Self
Duration: SI × 10 minutes (CS SI hours)

SPHERE · I

The caster creates in hand a small sphere of orange-red, flickering ethereal fire two inches in diameter. The sphere illuminates a radius of half SI × 5 feet. The caster may turn it off as a free action; turning it back on (a free action) reduces duration by one minute. As a 1-turn action, the caster may move the Sphere between hand and elemental object (or vice versa). Other creatures touched by it suffer a SHK6 ethereal burn.

⑦ As a free action the caster may alter the illumination into a 60° cone with an extent of SI × 5 feet, or back again.

⑧ Sphere may hover within SI feet of caster.

⑨ After spellfire, caster may place the Sphere on an inanimate object as a 1-turn action. Duration becomes SI minutes or is halved, whichever is less.

Time: Free action
Range: Self
Duration: SI × 10 minutes (CS SI hours)

THIRST · II

The caster touches a creature and it suffers an immediate onset of thirst with a starting virulence of HR4 (page 186). As the OUTCOME table indicates on page 184, the victim at once accrues 10 weakness fatigue. Recovery follows its natural schedule: consuming a full ration arrests the Advance Roll and lets the character make a Healing Roll once per day; consuming a half ration is still thirst.

The thirst ends after the character naturally overcomes it or at the end of Duration. In the last case, the character immediately loses any weakness fatigue or Shock State associated with the thirst.

⑦ Range becomes SI × 5 feet in LOS.

⑧ With no water, the creature makes an Advance Roll every *12 hours*; with half rations, every *day*.

⑨ Spell affects up to half SI creatures.

Time: Free action
Range: Touch
Duration: Half SI days (CS +1 day)

WALL · IV

The caster creates within range a wall of ethereal fire 1 foot thick, 10 feet high and 20 feet long (CS 60 feet long). At spellfire, all of it must be within LOS.

Any round after spellfire, as a 1-turn action, the caster may touch the wall and move it 5 feet. Any creature coming in contact with the wall suffers a SHK7 ethereal burn (CS –20 penalty to Shock Roll). Aware creatures may test **Dodge** to get out of the way of the moving wall. If successful, they still must be able to move 5 feet to a non-Wall space; otherwise, they suffer the ethereal burn.

Casters may pass through the wall without harm. They may touch up to SI others at any point of duration to allow them to pass through unharmed as well.

⑦ Range becomes SI × 5 feet in LOS. Caster must still touch the Wall to move it.

⑧ Range to move the wall becomes SI × 5 feet in LOS.

⑨ At spellfire the caster may bend the wall's shape, as long as its total volume remains the same. For example, it could be made to go around a corner.

Time: 1 round
Range: 5 feet in LOS
Duration: SI rounds

THE PHANTASMS OF LYÁHVI

The core principle of Lyahvi magic is air—between the swift, bright nature of Peleahn fire and the unseen world of Savoryan aura. Lyahvi mages often appear impartial or inscrutable, while at other times, less flatteringly, aloof and even dissembling.

Illusion

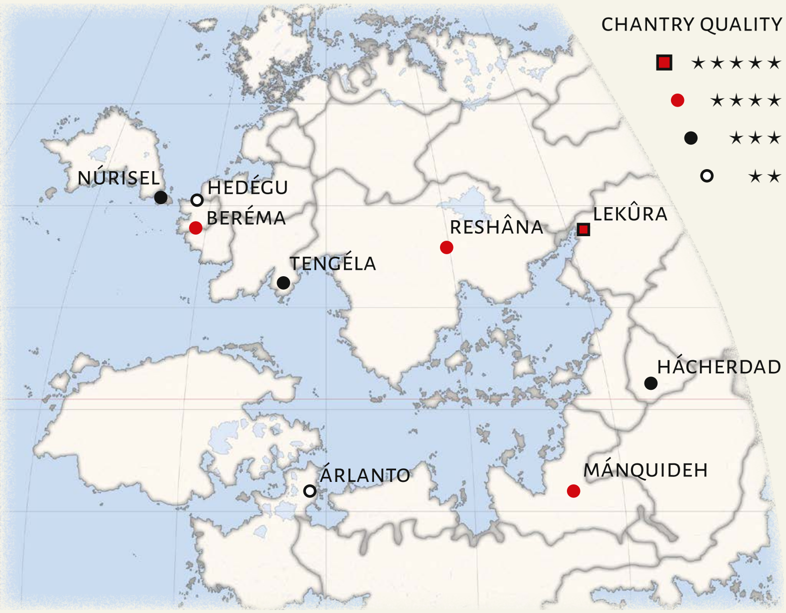
Lyahvi spells include the convocational effect of Illusions, specifically those that interact with a target's Perception, such as sight (Light), hearing (Sound), and smell (Air). Such phantasms are limited to *airborne* phenomena and are unable to express the tactile qualities related to objects, the convocational aegis of Jmorvi.

Illusions created by Lyahvi mages actually manifest in the surrounding environment, so any who can sense them are potential targets. While the illusions lack physicality, and cannot directly injure creatures, those strongly fooled by them could suffer trauma indirectly, as with injuries from carelessly jumping through an illusory bridge, or psyche stress from experiencing real fright at a 'ghost's' appearance.

Lyahvi illusions do not have unfailing hold over affected targets, even after spellfire. While their level of believability increases with the mage's skill, Awareness and Perception tests can end them. Only the most powerful illusions stand up to a target's direct, wilful interaction.

The visible, audible, and olfactory qualities of illusions should be compared with the mind effects of some Savorya spells (page 237). While the convocations share a mutual Secondary affinity, the distinction between Lyahvi *illusion* and Savorya *compulsion* is clear: illusions are external to the target, in the environment, potentially widespread in reach, but fleeting and not foolproof. By contrast, Savorya compulsions are internal to a single target, stronger in their emotional grip on the victim, and durable once manifest.

MAJOR LYÁHVI CHANTRIES



ELEMENTAL OBJECTS

Lyahvi elemental objects impart some sense of deflection and ambiguity, for instance a gem (especially a red ruby), prism, lens, glass, or mirror.

CONVOCATIONAL EFFECTS

Below are ten Lyahvi effects as examples for Spontaneous Casting (page 207).

	Air · Light · Illusion · Incorporeality · Sound
1	A strong breeze emanates from the caster in all directions (WF1).
2	A small bubble of air surrounds the caster's head, driving away impure air, such as pipe smoke.
3	Light rays bend about the caster's body, causing it to shimmer briefly.
4	A halo of bright light bursts around the caster's body.
5	A flickering double of the caster's body quickly appears mere inches away and then disappears.
6	The caster suddenly appears grand and imposing to anyone viewing close by.
7	The caster's body quickly becomes slightly transparent and then opaque again.
8	The caster briefly exudes a pleasant, but nearly imperceptible, odour (+5 bonus to an immediate Charm test).
9	A very faint crackling sound emanates from the caster.
10	Those near the caster hear the faint note of a distant singer.

BEACON · I

An object touched by the mage sheds light in a radius up to SI×5 feet. Apply Object Element modifiers (page 201) to the Casting Roll. If the mage has attunement with the object, include a +10 bonus. For example, targeting an attuned Jmorvi (metal) object produces a –10 penalty (–20 Tertiary+10 for being attuned).

If the object touched is the caster's Focus, the shape of the illumination may be a cone up to SI×10 feet long and up to SI×2 feet wide at its extent.

⑦ The caster may modify the light's radius and dimness, or turn it off and on, throughout the spell's duration.

⑧ Range becomes SI×10 feet in LOS.

⑨ Up to four separate objects within range may shed light; their combined radii may not exceed SI×5 ft.

Time: Free action
Range: Touch
Duration: SI×10 minutes

BEAM · IV

A one-inch beam of burning and coherent light issues from the caster's elemental object out to range in any direction. Apply Object Element modifiers (page 201) to the Casting Roll. The caster may direct the Beam to strike automatically a specified target body in LOS. Fire Impact equals d4+SI (CS +5) in one location (ZD d6; LD d10). The beam leaves an illuminating glow five feet wide along its entire path for 1 round following spellfire.

⑦ Beam may emanate from the caster (no elemental object needed).

⑧ The beam may emanate from a non-attuned elemental object within SI×5 feet. Object Element modifier applies to Casting Roll.

⑨ The caster may create a second beam at spellfire that strikes similarly the same or a second target in LOS in any direction.

Time: 2 rounds
Range: SI×10 feet
Duration: Instantaneous

CALL · VI

The caster summons a Minor Ahvisian from its primal plane and binds it to at least a ten-foot cube host mass within range, such as simply the surrounding air. With spellfire success, the elemental tests **Spirit** in opposition to the Casting Roll (do *not* break ties: ★).

OPPOSED CALL—SPIRIT TEST

☆1	The Àhvisían remains bound to its host mass as a *free* elemental (page 358). If possible, it tries to flee the mage, attacking if necessary.
★	The Àhvisían returns to its primal plane.
☆1	The mage controls the Àhvisían for duration, and then it returns to its primal plane.
☆2	The mage controls the Àhvisían for double the duration, and then it returns to its primal plane.
☆3	The mage controls the Àhvisían for triple the duration. The mage may then leave it bound to its host mass as a free elemental or allow it to return to its primal plane.

These results are in addition to those of the Casting Roll table (page 202).

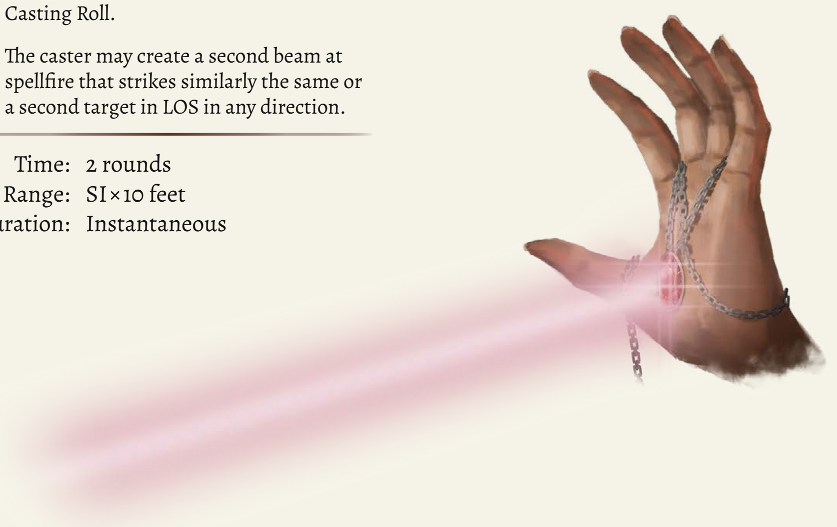
A mage who successfully controls the Ahvisian may take 1-turn actions starting on the following round to command it to perform any action within its power (page 360). Both the mage's command and the Ahvisian's action take place on the mage's Initiative Rank (IR).

⑦ Caster may call a Substantial Ahvisian into a 20-foot cube host mass.

⑧ The Ahvisian has –10 penalty to the opposed Spirit test.

⑨ Caster may call a Great Ahvisian into 30-foot cube host mass.

Time: 3 rounds
Range: SI×5 feet
Duration: SI rounds



CAECITY · III

The caster causes one creature touched to suffer the illusion of blindness. The target makes a **Spirit** test on the table below to determine whether and how long the blindness lasts (Caecity CS –20 penalty). Suffering physical trauma from a source that could have been sensed with sight allows an affected target an immediate Spirit test—any success ends the illusion; any failure has no affect.

TARGET SPIRIT TEST

CF	Blinded SI minutes.
F	Blinded SI rounds.
S	Stunned (page 169) if casting dice roll is greater than Spirit's; otherwise, no effect.
CS	No effect.

⑦ Range becomes SI×5 feet in LOS.

⑧ A target touched at spellfire suffers –20 penalty to the Spirit test.

⑨ Caster may target at spellfire up to half SI creatures within range.

Time: 1 round
Range: Touch
Duration: varies (see above)

CURTAIN · IV

Talent bonus: Elemental Air Bolt

A fast-moving, shimmering distortion of air emanates out SI×50 feet from the caster for one round after spellfire, clearing unbreathable air, such as thick smoke, in its area, and causing all missile weapon attacks to fail. The Curtain induces complete silence during the round it passes due to a sudden change in air pressure (it causes ears to pop). Those in the area *on their next IR* make an opposed Press Roll attack (page 106) against the Curtain's d6 + SI×3 Press Roll.

The Curtain has no effect underwater or in environments without air.

⑦ The caster may instead create a pocket with an SI-foot radius that remains centred on the caster's head for SI×10 minutes. The pocket freshens air but does not produce the other effects.

⑧ A pocket like in Bonus Effect 7 may be created in fire for SI rounds.

⑨ A pocket like in Bonus Effect 7 may be created underwater for SI minutes.

Time: 2 rounds
Range: SI×50 feet
Duration: 1 round

FIGURE · VI

Talent bonus: Disembodiment

The caster and half Spirit ML pounds of worn and carried gear dematerialise. The mage enters the astralscape for half SI rounds (CS +1), and is able to Engage the Spirit World (page 294). At the end of duration, the caster must make a Reembodiment Roll (page 298).

⑦ The caster may choose to disembody—leaving a physical body behind—rather than dematerialise. Doing so increases duration by one round.

⑧ As a free action on *one* turn after spellfire, the mage may become semi-corporeal for one round. Afterwards, the caster once again dematerialises if any duration remains. See the Passage spell (page 235) for what semi-corporeal characters can do, how fatigue affects them, and how they can be harmed.

⑨ As Bonus Effect 8 in all respects except the mage may remain semi-corporeal for *two* consecutive rounds as long as they both transpire within duration.

Time: 3 rounds
Range: Self
Duration: Half SI rounds (CS +1)

FLASH · II

A blinding flash emanates from the caster's held elemental object. Object Element modifiers (page 201) apply to the Casting Roll. Only creatures with LOS to the caster and who are consciously *looking* in mage's direction are affected. In a situation like a melee where this is not evident, there is a 1 in 6 chance that creatures with LOS to the caster are *looking* in the mage's direction. Those so affected within *half SI×5 feet* of the flash are blinded for two rounds (CS SI rounds) and Stunned (see page 169 for STN recovery). Beyond this, out to *SI×10 feet*, targets are only Stunned. A shout by the caster may warn distracted allies to avert or close their eyes to avoid the effects.

⑦ The effect may be limited to a 5-foot wide line in one direction.

⑧ The effect can emanate from an elemental object within SI×30 feet.

⑨ Up to SI creatures within LOS may be designated immune to the effect.

Time: 1 round
Range: Self
Duration: Instantaneous

GLAMOUR · V

The caster enters the Persuasion Routine (page 138) using a specific skill against one designated target within 10 feet in LOS. Before the influence test is resolved, the mage begins Glamour spellstart. Cant and gesture are masked by the exchange itself, so, while the Silent and Still options (page 201) are not available, spell recognition (page 203) is possible only by someone who also knows Glamour.

With successful spellfire, Glamour creates subtle visual, aural, and olfactory illusions that make the caster more convincing, as appropriate to the selected Persuasion skill. For Charm, this could mean a convivial look; for Discourse, a soothing voice; for Guile, a trusting glint; for Intimidation, a menacing visage; and for Theatrics, an uncanny disguise.

A successful Glamour grants the caster +1 Success Level to the Persuasion test, which immediately follows spellfire (CS +2 Success Level). Glamour brings the chance for two levels of success beyond what is normally possible—*Glamour 1* (one level beyond a CS in unopposed tests; or a four-star success in opposed tests); and *Glamour 2* (one level beyond Glamour 1).

Glamour 1: targets act *radically* against their self-interest: a guard allows passage *in the middle of a fight*; a courtier divulges state secrets *in front of a superior*. Only a Glamour 1 using Intimidation convinces targets to injure their own allies.

Glamour 2: targets can be convinced to act *bizarrely* against their self-interest: a guard attacks allies *in the middle of a fight*; a courtier divulges a secret about the earl *in front of the earl*. Only a Glamour 2 using Intimidation convinces targets to risk injuring themselves (*reaching into a fire*).

Witnesses allied with the target within 10 feet and LOS recognise the illusory effect with an **Awareness** test success level that exceeds Glamour's (break ties). The *target* is still affected, but successfully aware allies could intercede as they see fit.

⑦ Glamour's range of effect may extend to half SI×5 ft in LOS to the target.

⑧ Glamour may instead bolster an ally's Persuasion test within 5 feet in LOS.

⑨ Witness Awareness tests *lose* all tied successes against the Casting Roll.

Time: 2 rounds
Range: Self
Duration: SI rounds

GLOBE · III

A flickering, multicolored light one foot in diameter hovers just above the caster's head. Creatures other than the caster within SI×5 feet and LOS to the Globe must test **Spirit** at the start of their turn (Globe CS −20 penalty):

SPIRIT TEST	
CF	Target *gazes* at the globe, does not move, and must Ignore attacks. Effect ends if the target is struck or led out of range.
F	Target *gazes*, as above, for 1 round; retest Spirit at the start of each turn.
S	Target is *distracted* for 1 round (−20 penalty to all actions), and is then unaffected.
CS	No effect.

⑦ Globe may be attached to the caster's elemental object.

⑧ Caster may remotely place the effect on a non-attuned elemental object within SI×5 ft.

⑨ Affected creatures suffer an additional −10 penalty to their Spirit tests.

Time: 1 round
Range: See above
Duration: SI rounds

IMAGE · III

A duplicate image of an object held by the caster, and weighing no more than half Spirit ML pounds, appears at a remote location within SI×5 feet and LOS. Only a person within 10 feet of the image who successfully tests Awareness notices its translucent nature (Image CS −20 penalty). However, direct 'touching' of the image by an observer reveals its illusory nature. Should the caster drop or let go of the actual object, the image disappears.

⑦ Image remains in place for duration, even if caster moves out of LOS.

⑧ LOS no longer required at spellfire, but caster must have once seen the location from within SI×50 ft.

⑨ Caster may change the image's colour and size (between half and double). It can also mimic the movement the caster makes with the object.

Time: 1 round
Range: SI×5 feet in LOS
Duration: SI minutes

LENS · II

The caster manipulates the light surrounding a single target object that weighs no more than SI×5 pounds and that remains in LOS throughout duration. Object Element modifier does *not* apply, because the spell affects the light, not the object. The spell can make an object seem smaller or larger (50% to 200%) or change its colour or shape, but it must retain some element of its real nature. Lens cannot create an illusion out of nothing and there is no tactile element to it. Only a vigilant observer whose Awareness test exceeds the spell's Success Level realises this is an illusion (break ties). Tactilely interacting with the target object also reveals it as illusory.

⑦ The illusion may instead change the appearance of *lighting* within SI×30 feet in LOS: for example, it may dim or brighten torch light (but not extinguish it), or make the air more opaque (as from a mist).

⑧ The illusion continues to duration even when the caster loses LOS.

⑨ The illusion may affect any number of objects within 10 feet of each other and weighing no more than SI×5 total pounds.

Time: 1 round
Range: SI×10 feet in LOS
Duration: SI minutes

MIRROR · IV

The caster sees through another willing creature's eyes, though the quality of eyesight remains the caster's own. Both caster and target see what the target sees. Throughout duration, the caster's eyes must remain closed or the effect ends. If either party becomes Incapacitated or Unconscious, the effect ends. The spell has no effect if the target is blind or suffering temporary blindness.

⑦ Caster may attempt to place effect on an unwilling target. If the target's **Spirit** test exceeds casting Success Level (break ties), then the spell has no effect.

⑧ Throughout duration, caster may switch between own vision (open eyes) and the target's vision (closed eyes).

⑨ The effect may also include hearing, as long as the target is not deaf or suffering temporary deafness.

Time: 2 rounds
Range: Touch
Duration: SI×10 minutes

MOTES · V

Thousands of brightly flashing and dancing pinkish spots of light extend out from the caster to a radius up to SI×10 feet. The distraction caused by the motes causes –30 penalty to all tests requiring sight within its radius (CS –50 penalty). The caster is immune.

⑦ Caster may place spell on an object, which may be left behind without disrupting the effect. Object Element modifier (page 201) applies. Range is Touch.

⑧ Caster may touch SI creatures during the casting to designate as immune to the effect.

⑨ Caster may instead simply designate SI creatures in LOS immune to the effect.

Time: 2 rounds
Range: Self
Duration: SI minutes

MUFFLE · I

A nearly inaudible and intermittent crackling hum radiates from the caster, even while moving. It *muffles* surrounding noise within a radius of SI×5 feet (CS SI×10 feet), affecting both those within and without the area (even the caster). All quiet sounds (footfalls, whispers) are automatically silenced. Moderate sounds (normal speaking voices, a creaking door) require a successful **Awareness** test with a –20 penalty to be heard (CS –40 penalty). Loud noises (shouts, weapon clashes) require a successful **Awareness** test to be heard (CS –20 penalty).

Listeners outside and within SI×5 feet of the area hear the muffling hum with a successful **Awareness** test at a –20 penalty (CS –40 penalty). Even so, they might not understand its significance.

⑦ Casters hear noises as usual; their own noises are still *muffled* to others.

⑧ Caster may place spell on an object weighing no more than SI×5 pounds; it may be left behind without disrupting the effect. Object Element modifier (page 201) applies. Range is Touch.

⑨ Caster may designate SI creatures within SI×5 feet and LOS who, within the area of effect, can hear noises as usual while their own noises are still *muffled* to others.

Time: Free action
Range: Self
Duration: SI rounds

NIGHTMARE · IV

The creature touched has frightening, intermittent illusions when awake and disturbing dreams when asleep. The spell imparts Psyche Stress Levels (PSY) equal to half SI (CS SI). A **Spirit** test by the target modifies the PSY amount:

CF: UNC **F:** INC **S:** STN **CS:** —

The target acquires the Hallucinatory Indefinite psyche *Trait* (page 188), and begins the Psyche Stress Recovery routine (page 189). The Indefinite Trait can worsen in both Intensity and Duration, as explained on page 189. If Nightmare is dispelled, or when the spell duration ends, all PSY levels and an *Indefinite* Trait, Impulse, or Disorder are eliminated. A trait that has progressed to Permanent during recovery before this point does remain—more of a risk with the longer duration of an initial CS Nightmare.

⑦ The illusions become especially vivid: –10 penalty to Will recovery tests.

⑧ Range increases to SI×10 yards in LOS.

⑨ The illusions become more horrific: Will recovery test penalty worsens to –20.

Time: 2 rounds
Range: Touch
Duration: SI days

PALM · I

Inanimate objects glow a faint crimson in the exact spots where touched by the caster's hand or finger (Object Element modifiers do *not* apply). This enables the mage to leave drawings or written messages. At spellfire the caster has one minute to make the marks, after which the objects glow for duration. Casual observers must be within 10 feet during the day (100 feet at night) and test **Awareness** successfully to notice the glow.

⑦ The glow may be made unseen (no Awareness test) to all but Lyahvi or Grey mages and those who know this spell.

⑧ The glow may be made unseen except for SI rounds under specified lighting (such as dusk, at dawn, at full moon).

⑨ The glow may be made unseen to all but SI designated persons.

Time: Free action
Range: Self
Duration: SI hours (CS SI×5 days)

PASSAGE · V

Talent bonus: Disembodiment

The caster and half Spirit ML pounds of clothing and gear become semi-corporeal. The mage sees, hears, and smells but cannot feel the elements, grasp solid objects, or speak. The caster may pass through any physical substance at a half Move and as Difficult Movement (page 160) but cannot 'fly'. Incanting is not possible. With spellfire CS, Spirit Sensing tests (page 295) are allowed.

Creatures can see the translucent mage in full light but must successfully test **Awareness** to do so in dimness. Those who occupy the same space as casters may test **Empathy** to feel their presence.

Fatigue penalty accrued before becoming and while semi-corporeal (and that from spellfire) does apply. The mage may test Dodge to avoid physical attacks—but only enchanted weapons or spells that cause impact have an effect. If so struck, rather than being injured, the mage must successfully test **Spirit** or Passage ends. Mundane fire/frost have no effect, and impact from falling is halved.

Spells of a mental nature that target the caster, such as Enthral, Panic, or Aural Blast, have their usual effect.

⑦ When occupying the space of a creature, the mage (only) may exude Aberrance 1 (CS 2) at any point of the turn to affect immediately that creature (allowed once per turn per creature per casting).

⑧ With spellfire success (S or CS), the caster may make Spirit Sensing tests.

⑨ The spell can be laid on a willing person the caster touches. Duration is halved.

Time: 3 rounds
Range: Self
Duration: SI rounds

POCKET · II

The mage touches an object weighing up to SI pounds and renders it invisible (but still tangible). Object Element modifiers (page 201) apply to the Casting Roll.

⑦ Caster can still see the object.

⑧ Caster may designate SI others touched during casting to be able to see the object.

⑨ Range becomes SI × 5 feet in LOS.

Time: 1 round
Range: Touch
Duration: SI minutes

PRISM · III

The caster creates a visual illusion no bigger than SI feet in diameter. After spellfire, the caster may take a 1-turn action to move the illusion in any manner within its diameter of creation. Otherwise, the illusion is still.

Creatures who see the illusion acting strangely make a **Reasoning** test. If the success level exceeds the Casting Roll (break ties), the creature understands the image as illusory. Any interaction by a creature involving a sense other than sight automatically reveals the illusion. This includes an image of something that routinely makes noise, but does not.

⑦ Illusion may be SI × 2 feet in diameter.

⑧ Illusion may include one subtle or soft noise that would naturally accompany its appearance (for example, the low growl of a wolf, but not a howl).

⑨ Range can be SI × 30 feet out of LOS, provided the caster has once occupied the location in the physical world, or travelled to the spot in the astralscape.

Time: 1 round
Range: SI × 30 feet in LOS
Duration: SI rounds

SOUND · II

A single type of sound familiar to the caster emanates from a point within range. Mages know mundane noises appropriate to their background, but might have to test **Reasoning** or **Folklore** to verify familiarity (including **Survival** as a Secondary Modifier to know about rare animal noises). The sound may not be loud or multifaceted, so no roars, trumpet blares, or specific words of a language (but groans and low shouts are allowed). It is constant throughout duration unless cancelled sooner. If concentration is maintained *after* spellfire, the caster may manipulate the intermittency (*two brief groans are heard six rounds apart*).

⑦ The sound can be loud, for instance a shout, a blaring trumpet, or a roar.

⑧ The caster may create a palette of up to SI *different* sounds in the same casting.

⑨ The sound can be from the caster's imagination, even unnatural in tone.

Time: 1 round
Range: SI × 5 feet in LOS
Duration: SI rounds

STENCH · I

A single designated odour is completely masked from creatures without the Scent trait. The immobile effect extends SI × 10 feet from a point touched by the caster.

⑦ A familiar odour may be *created* where it did not exist before.

⑧ The effect is mobile to an object or person.

⑨ The spell also offsets the Scent Index of all creatures within range by half SI.

Time: Free action
Range: Touch
Duration: SI × 10 minutes

TUBE · V

An object, or part of one, touched by the caster becomes non-corporeal in an area 1 foot wide and SI feet long. Apply Object Element modifiers (page 201) to the Casting Roll. The object is 'not there' in the affected space and is no longer felt. The resulting cavity admits sound, light, and the elements, and even passage.

⑦ The shape doubles in width *or* length.

⑧ CS can make Duration SI hours.

⑨ Range increases to SI × 5 feet in LOS.

Time: 2 rounds
Range: Touch
Duration: SI minutes

UNVEILING · III

Talent bonus: Medium
True Sight

The caster's elemental object emits a sphere of multicoloured light that reveals to the caster the hazy location of spirits and astrals (page 290). As 1-turn actions throughout duration, the mage may designate one spirit or astral and test **Empathy** (spell CS +20 bonus): success reveals its True Form to the mage. One such test is allowed per entity per casting.

⑦ Spell also reveals ethereal energy—test **Reasoning** instead of Empathy to identify.

⑧ Spell reveals the shape and location of a dematerialised entity's body.

⑨ One person touched by the caster also gets to make similarly the EMP/REA tests.

Time: 1 round
Range: SI × 10 feet in LOS
Duration: SI minutes

VAPOUR · VI

Talent bonus: Disembodiment

The caster and half Spirit ML pounds of clothing and gear dematerialise, with the soul remaining dormant. At spellfire the mage accrues fatigue, as usual, but has the option to delay the spell effect of a successful casting (S or CS). Then, as a free action at any point before duration's end, the caster may enact the effect—and suddenly dematerialise.

The caster remains dematerialised for a number of hours based upon the success level and the literal d100 result of the Casting Roll. The GM should roll the ultimate polyhedral die in secret—casters will not know the exact span.

ROLL	SUCCESS	CRITICAL SUCCESS
50–95	d2 hours	d6×10 minutes
30–49	d6 hours	d3 hours
10–29	d12 hours	d6 hours
1–9	d20 hours	d10 hours

At the end of this period, the caster makes a Reembodiment Roll (page 298) and appears at a known location specified at spellfire that is within SI×100 feet of where spellfire took place (CS SI leagues). A 'known' location is a spot in the physical world where the mage has stood or one corresponding to an astral locale the mage has roamed in the spirit world.

After spellfire, but before enacting the delayed effect option, the caster may place one attuned elemental object anywhere. This object must be designated at spellstart; apply Object Element modifiers (page 201) to the Casting Roll. The caster may then choose to reembody within SI feet of the object.

All physical trauma suffered by the caster is arrested at spellfire but returns upon reembodiment.

⑦ Duration becomes SI hours (SI days).

⑧ Period of dematerialisation may be halved if so designated at spellstart.

⑨ Upon reembodiment, all fatigue suffered *before* spellfire is removed.

Time: 3 rounds
Range: Self
Duration: SI×10 minutes (CS SI days)

VIEW · III

Talent bonus: Clairvoyance

The caster's gaze telescopes forward to a new location in LOS up to SI×50 feet away (CS SI×100 feet). Sight *direction* remains the same—the mage's 'eyes' may not 'look around' at the new point (but natural peripheral vision still functions). The mage is effectively blinded in the old location where the body remains.

With intervening semi-transparent fog, mist, or smoke, make a d10 roll versus a TN equal to View SI. Succes allows the mage to see clearly at the new location; failure prevents it for the given round.

⑦ Range is doubled. The caster must make a View SR each round to see clearly if the new point is in the doubled range band. A second View SR is required if there is also mist or dust, as above.

⑧ Effect may be laid on one person touched by the caster (who uses View Index in SR).

⑨ Vision may be reset once each turn to 'look around', limited in extent to 90° left or right and 90° up or down.

Time: 1 round
Range: Self
Duration: SI rounds

VOICE · II

The caster's voice changes tone in order to increase *one* of the five persuasion skills, as chosen at spellfire. For instance, it becomes silkier for Charm or more menacing for Command. For duration, the *ML* of the designated persuasion skill increases by 20 (CS by 30).

Should the caster fail in an opposed Persuasion test, the target makes an **Awareness** test to perceive the mage's Voice as illusory (caster persuasion CF +20 bonus). While this does not dispel Voice, such perception does render it ineffective against the target in retests.

⑦ The spell may affect *two* persuasion skills for duration. The caster may freely switch between the two 'modes'.

⑧ The spell may be laid on a person the caster touches.

⑨ A CS increases duration to SI hours, allowing the bonus to apply also to Intrigue tests in the Conspiracy Routine.

Time: 1 round
Range: Self
Duration: SI minutes

WHISPER · I

The caster speaks remotely to one person. The message arrives at the target's ear at the same sound level that the caster utters it, so surrounding noise or distractions at the *destination* (only) might require the target to make an **Awareness** test to hear it. For instance, a target in the middle of a loud melee would test to hear a message spoken at conversational level, but not a shouted one. The message is limited to a simple command or phrase (SI words) and only the target is able to hear it.

⑦ The message length increases to several phrases (SI×3 words).

⑧ The sound level of the message can arrive one level higher than how it is spoken: a mutter arrives as a whisper; a whisper arrives at normal conversational level; a normal-level voice arrives as a shout.

⑨ The recipient may be out of LOS and up to SI×1000 feet away, but must be someone whose True Form the caster has perceived beforehand.

Time: Free action
Range: SI×100 feet in LOS
Duration: Instantaneous

WIND · VI

Talent bonus: Elemental Air Bolt

When outdoors the caster may increase or decrease Windforce (WF) by 1, as chosen at spellstart (see Weather Lore, page 64). The effect remains localised up to SI×10 feet around the caster. If increased from WF0, caster selects the direction. If already WF1+, a CS lets the mage change the wind direction up to 60° (one hexside in the Voyage Routine, page 151). While the affected area can drive or protect a single sailing ship (or several small ones), it could not affect a fleet of large vessels.

⑦ The caster may choose *once* the Maintain casting option after casting the spell. Changes to WF in the second casting may be measured from its level at the end of the first (potentially ±2 from its original).

⑧ The spell may instead be cast to change the wind direction by 60°, or one hexside (CS 120°, or two hexsides).

⑨ The spell may be used indoors, but the duration is SI minutes and its localised effect is impeded by walls and floors.

Time: 3 rounds
Range: SI×10 foot radius
Duration: 4 hours (CS 8 hours)

THE WISDOM OF SÀVÔRYA

The core principle of Savorya magic is soul—between the hard truth of Lyahvi light and the secret depth of Odivshe oceans. While often thoughtful and dedicated, Savoryan musings can equally turn fanciful and bizarre.

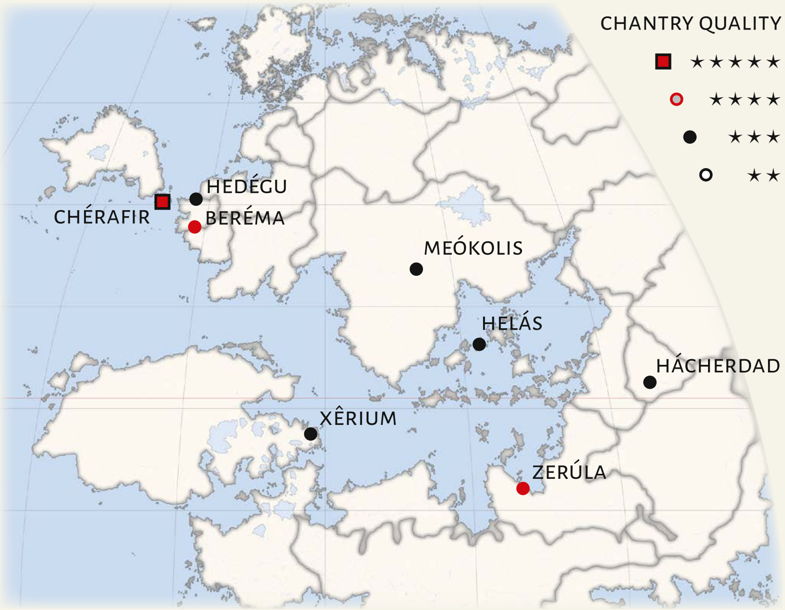
Compulsion

Whereas Lyahvi *illusions* (page 231) are spell effects created in the environment external to the targets, affecting their senses, Savorya convocational spell effects of Mind and Emotion manifest internally to the targets, within their personality. To the victim, Savorya *compulsion* is very real, but, to others unaffected nearby, it is non-existent. Such compulsion is often described as true 'mind control'.

Psychic Bond: the spell effects of Confusion, Obedience, Perspective, Rupture, and Suggestion are so intimate that they form a *Psychic Bond* between the caster and the target(s). For the duration of a spell with a Psychic Bond, any Shock State inflicted on a *target*, from a source other than the spell's own effect, is also inflicted on the *caster*. Thus, Savorya mages must prudently decide when and under what conditions to expose themselves to their own powerful magic when targeting others.

Example: *a mage successfully casts Confusion, leaving a target confused, and creating a Psychic Bond, for seven rounds. On the second round of the spell's duration, the target receives an S3E injury to the abdomen, resulting in a Stunned shock state and a bleeding injury. Because of the Psychic Bond, the mage also becomes Stunned from the target's abdomen injury—but does not suffer the injury or bleeding. Being stunned breaks concentration (page 182), and, since the Confusion spell requires the mage to maintain concentration, the spell ends. Casters such as this one overcome being Stunned normally, by rolling a successful Shock test at the end of their next turn (page 169).*

MAJOR SÀVÔRYA CHANTRIES



ELEMENTAL OBJECTS

Savoryan elemental objects either keep the mind's eye attentive to thought and perception—such as a headband, turban, or hood—or remind the mage of the true nature of the soul, such as a non-metallic pendant hung over the heart. In either case, accompanying symbols or images are usually abstract and unique in design, representing the discovery of the unknown.

CONVOCATIONAL EFFECTS

Below are ten Savorya effects as examples for Spontaneous Casting (page 207).

Aura · Knowledge · Mind · Emotion · Keléstia

1 A subliminal glimpse of the future flashes through the caster's mind (+3 bonus to the next Fate Roll made within 24 hours).

2 All those nearby feel a sudden sense of confidence, briefly mitigating any fear or doubt.

3 The caster intuits the existence —but not location or details—of the nearest artefact enchantment within Savorya Index feet.

4 The caster fathoms the general Astrological Sunsign season of a single person nearby —Lado would be seen as Winter, for instance.

5 The caster suddenly and briefly expresses a random Sunsign Trait.

6 All those near feel a mild tinge of unease towards the caster.

7 A passion-inducing wave exudes from the caster. All nearby immediately manifest or express one of their Sunsign Traits.

8 A brief feeling of distraught confusion overcomes everyone nearby.

9 The caster has a flash of insight. A Fate Roll made for a failed Lore skill in the next 8 hours receives a +5 bonus.

10 A piece of extradimensional reality flashes through the caster's mind (+5 bonus to next Spirit test within 24 hours).

AURAL BLAST · V

Talent bonus: Elemental Aura Bolt

The Aura of a spirit or being within range and LOS is disrupted. Compare spellfire success level with the result of the target's **Spirit** test (break ties). Targets resist the spell with a victory; otherwise, they suffer according to their entity type:

- A *being* in the physical world suffers one level of Aural Shock per star loss.
- An *astral* in the spirit world suffers one level of Aural Shock per star loss and makes a Reembodiment Roll. The soul is dissolved during Aural Shock recovery.
- A *spirit* suffers dissolution for one day per star loss.

In order to affect astrals and incorporeal spirits, the caster must be able to perceive the spirit world (such as with the Medium talent) or sense them (see Unveiling, Lyahvi III). Spirits incarnating a form are corporeal, so casters in range target them with LOS just like beings.

⑦ Caster may target *all* entities within half SI×5 feet and LOS.

⑧ Caster may exclude up to half SI known entities from Bonus Effect 7.

⑨ For affected targets, increase Aural Shock or Dissolution by 1 (as appropriate).

Time: 3 rounds
Range: SI×5 feet in LOS
Duration: Instantaneous

CANDOUR · I

Talent bonus: Telepathy

The mage receives a +20 bonus to Intrigue in opposed tests to detect lying in one speaker within 10 feet and LOS (CS +30 bonus). The mage must understand the person's language (a translator has no effect). Candour does not help reveal lies uttered by a target affected by the Enigma spell (Odivshe VI).

⑦ With CS the spell affects the mage against any number of targets, one at a time.

⑧ The spell can be laid on a person the caster touches and who remains within 10 feet and the caster's LOS throughout duration.

⑨ If cast on self, the mage may be SI×5 feet from the speaker. LOS is not required, but Awareness (sound) tests might be, to hear.

Time: 1 round
Range: Self
Duration: SI minutes

CONFUSION · V

Talent bonus: Enthral
Psychic Bond

All creatures within half SI×5 feet of the caster suffer severe disorientation. Each subject must exceed spellfire success level with a **Spirit** test to avoid being *confused* (break ties)—see Action Limits (page 158). Casters must maintain concentration throughout the spell's duration, during which they also have a Psychic Bond (page 237) with all targets. Affected targets may not make a Reaction Roll to break the confusion until after the spell's duration.

⑦ Caster can designate half SI targets as exempt from the effect at spellfire.

⑧ Each time the effect of a Psychic Bond is triggered, the caster may resist its effect in this instance by successfully testing **Spirit** (Spirit CS severs the Psychic Bond with the *given target* for duration, although the Confusion continues).

⑨ The caster can move the sphere of effect 5 feet per round as long as its centre remains within SI×5 feet.

Time: 3 rounds
Range: Self
Duration: SI rounds

Confusion example: *a mage with Confusion ML81 begins spellstart, choosing the Quicken option to reduce casting Time to two rounds. After two full rounds of concentration, she takes the Incant option to make the Casting Roll a 1-turn action against Confusion EML61. The dice roll is 47—Success (S) with 15 Fatigue accrued (base 5 plus 10 from the spell's CLV).*

All creatures within 20 feet of the mage potentially become confused—this includes two allies and three enemies. However, at spellfire, the mage may release her two allies from the effect (Bonus Effect 7).

The three enemy targets each test Spirit to resist: two roll Failures (F) and the other gets a Success (S), with a d100 roll 31. The caster wins the tie break (Casting Roll 47 exceeds 32) so this target is also affected.

As long as the caster concentrates during the 8-round duration, the targets remain confused: they may only Block with readied weapons or Dodge; may not earn TA; and must Pass on their turns. However, any Shock State they suffer during these 8 rounds forces the caster to test Spirit successfully, or also suffer the same Shock State (Bonus Effect 8). A CS on such a Spirit test would make the caster immune to that specific target's Psychic Bond for the rest of the spell's duration.

DIVERSION · I

One creature suffers –20 penalty (CS –30) to Perception tests and any skill with PER in its Skill Base—see the SKILLS LIST table (page 46). If touched at spellfire, the target must successfully test **Spirit** at the end of duration or suffer its effect for SI more rounds (one time only).

⑦ Spell may affect up to half SI creatures.

⑧ Penalty becomes –30 (CS –50).

⑨ A target touched at spellfire must successfully test Spirit to end the effect. Test once every SI rounds after duration (spell automatically ends in SI minutes).

Time: 1 round
Range: SI×20 feet in LOS
Duration: SI rounds

ENERVATION · V

The mage inflicts a traumatic shock to the psyche of one creature. The target receives a SHK7 attack that is modified by a **Spirit** test (CS –20 penalty) in place of the Shock test that usually modifies Shock Rolls (page 169). In addition to the resulting Shock State (which also uses Spirit tests in place of all mentioned Shock tests), the target accrues 20 (CS 30) weariness fatigue (page 176).

⑦ Range may be an area emanating from the caster out to half SI×5 feet, affecting the half SI closest creatures within.

⑧ Caster can designate one creature within the area of effect immune to effect.

⑨ A target failing the first Spirit test suffers one (F) or two (CF) Psyche Stress Levels.

Time: 3 rounds
Range: SI×5 feet in LOS
Duration: Instantaneous

ENQUIRY · I

The caster has a symbolic vision about a person whose True Form the mage has perceived (page 209). The spell has no effect on unknowing or unwilling targets whose **Spirit** test success level exceeds Enquiry's (break ties).

The vision is not literal—it is not clairvoyance. Instead, the caster has a revelatory glimpse into the subject's most essential, *present nature*, such as an important ambition, a driving personality trait, or a motivating secret, as chosen by the GM. In effect, Enquiry shares with the caster an obtuse reflection of the subject's soul, obliquely explaining the simple question: '*what of most importance is at the forefront of the subject's mind*'? The symbolic vision-sequence is brief, a single 'scene' (see example, below).

An Enquiry CS produces a longer vision, revealing a second 'scene' or piece of information (GM's choice).

Mages may not attempt Enquiry again on the same target until their Enquiry ML improves by at least 1.

⑦ Subject may be any known entity, such as a ghost or demon.

⑧ Subject may be a deceased being whose True Form the mage had seen *prior* to death. The vision reflects the subject's nature at the moment just before dying.

⑨ If the mage perceives the subject's True Form anew, the spell may target the same subject a second time before Enquiry ML needs to improve.

Time: 10 minutes
Range: Self
Duration: Instantaneous

***Enquiry Example**: the royal court mage Larasa has recently been asked by the King to investigate Duke Manir. Having perceived the duke's True Form (she once secretly cast Insight on him), she targets him in a casting of Enquiry. Enquiry is a success (S), and the duke's Spirit test fails (F). She has a vision:*

Duke Manir stands before his nephew holding a lantern. He shutters the bright light, and the young man's anguished face suddenly plunges into darkness. See the example on page 242 for Larasa's response to this vision.

ENRICHMENT • II

The ML of one of the mage's Arcane Talents, as designated at spellstart, increases by SI×2 (CS SI×3). Enrichment does *not* work on Disembodiment, Healing, or Transference.

⑦ The spell can be laid on a person the caster touches.

⑧ The spell can be used to make a subject other than the caster aware of a dormant talent (page 259 sidebar).

⑨ Spell may be used on Disembodiment, Healing, or Transference with a –20 penalty to the Casting Roll.

Time: 1 round
Range: Self
Duration: SI minutes

FEELING • II

Talent bonus: Visnomy

The caster selects one of two versions of Feeling at spellfire:

General: the caster senses within range the presence—but not location—of all entities that have an Empathy score (CS reveals the entity type).

Specific: the caster chooses one known spirit or being within range and senses its strongest current emotion, any Sunsign traits, and a general description of its Empathy (CS precise EMP score):

EMPATHY	DESCRIPTION
1–4	Unfeeling
5–8	Remote
9–12	Average
13–16	Understanding
17+	Sensitive

A successful **Spirit** test by the target at spellfire imparts a feeling of unease and distrust (Spirit CS reveals the caster, if in LOS, as the cause of the unease).

⑦ The caster senses the precise location of all entities in the general version.

⑧ Using the specific version, the caster also learns the subject's Psyche traits (CS including Intensity).

⑨ Using the Specific version, the caster also learns the subject's general Morality description (CS precise MOR score).

Time: 1 round
Range: SI×5 feet
Duration: Instantaneous

FERVOUR • II

One person acquires *any* Sunsign trait (page 23) of the caster's choosing. The target resists the effect with a **Spirit** test success level that exceeds Fervour's (break ties). If already possessed, the trait becomes an Impulse (page 188).

⑦ Caster may instill a Sunsign-like trait, similar in nature but not listed in table.

⑧ Caster may cast Fervour to *remove* a Sunsign trait. Duration is SI×10 minutes.

⑨ If caster has perceived the subject's True Form, LOS no longer required. Range is SI leagues.

Time: 1 round
Range: SI×5 feet in LOS
Duration: SI hours

HARMONY • II

One person's connection to the cosmic all—to *Kelestia*—increases. All Fate Rolls receive +10 bonus (CS +20 bonus). Harmony does not work more than once on the same subject for duration.

⑦ Range becomes SI×5 feet in LOS.

⑧ When cast on self, a successful Fate Roll achieves a CS on a unit die of 1, 5, or 0.

⑨ A successful Fate Roll for any subject achieves a CS on a unit die of 1, 5, or 0.

Time: 1 round
Range: Self or Touch
Duration: SI hours

HOST • VI

Talent bonus: Medium

The spell summons a Minor Saviris—an Aura Elemental— and binds it to the caster's own Aura to impart guidance and power. At spellfire the caster makes a Spirit Communing test (page 295) with the Saviris. Casters begin with an Unpopular Estrangement. A successful Communing roll grants them the equivalent of an Anima I Ancestor Spirit Power (page 302) in any skill belonging to the group that corresponds to their Primary convocation. However, the number of Mastery Boosts is one less than a shaman would receive.

The granted Spirit Power lasts SI×5 days—or until cancelled by the caster or dispelled. The mage may benefit from only one Anima Power at the same time. Mages do not become familiar with specific Elementals; each casting effectively summons a new Saviris.

A failed Communing roll does nothing and the elemental departs. On a CF roll, before leaving, the Saviris enters Spirit Conflict (page 296) to dissolve the mage's soul. Since casters still inhabit their body, they gain the Native Soul benefit in the opposed test.

⑦ Caster may host a Substantial Saviris to petition for an Anima II power.

⑧ Caster begins with an Accepted Estrangement with the Saviris.

⑨ Caster may host a Great Saviris to petition for an Anima III power.

Time: 3 rounds
Range: Self
Duration: Instantaneous

INSIGHT · II

Talent bonus: Visnomy
True Sight

The caster perceives the True Form of the target creature and receives a general description of its Aura (CS gives the precise AUR score).

AURA	DESCRIPTION
1–4	Mundane
5–8	Shallow
9–12	Average
13–16	Deep
17+	Profound

A successful **Spirit** test by the target at spellfire imparts a general feeling of unease (Spirit CS reveals the caster, if in LOS, as the source).

⑦ Range is SI × 5 feet in LOS.

⑧ The caster perceives the target's Arcane Talents and attuned Convocation.

⑨ The caster perceives the Indexes of the target's Talents and Convocations skills.

Time: 1 round
Range: Touch
Duration: Instantaneous

KEY · IV

The caster selects one of two versions at spellstart. Casting Time varies as given.

Reading (2 rounds): the caster may read written works in known languages and scripts at the rate of one page per round (CS two pages)—see Reading (page 83). Once cast, the caster must maintain concentration until the Reading roll is made, at which point the spell ends.

Writing: (10 hours): the spell grants +1 SV (CS +2) to the Writing test of one work the caster then authors and also personally scribes (page 132).

⑦ With the Reading version, caster also gets a +10 bonus to the Language test.

⑧ With the Writing version, caster also reduces the writing Time in half.

⑨ With the Reading version, caster may read a written work in an unknown language *or* unknown script (but not both). Reading rate is 10 minutes per page; comprehension is only ever *limited*.

Time: See above
Range: Self
Duration: See above

LINK · IV

Talent bonus: Telepathy

The caster creates a telepathic link with one other conscious person touched at spellfire that enables the two to project thoughts back and forth in a shared language like a spoken conversation (page 77). They cannot read each other's minds and can perceive the other only when a thought is consciously 'spoken'. An unwilling subject may resist with a **Spirit** test that exceeds the caster's spellfire success level (break ties). The caster must keep the subject within SI × 50 feet in LOS or the spell immediately ends.

The communication depth is equal to a spoken conversation, so gleaning hidden motives might require Intrigue or Empathy, as usual, and persuasion skills may be used to affect the exchange.

⑦ LOS no longer required after spellfire.

⑧ Caster need not touch the subject, but merely be within SI × 5 feet in LOS at spellfire to establish the Link.

⑨ Common spoken language is no longer required; thoughts 'translate' at half *Native Language* Index for mage and target.

Time: 2 rounds
Range: Touch
Duration: SI minutes

MISSIVE · III

Without using any implements, the caster places a visible written message in a known language and script on any unenchanted object touched. After spellfire, it then takes the caster one second per written character to create the message. Its length is only limited by the object, the size and texture of which might also affect its legibility.

⑦ Spell may place the Missive on enchanted objects.

⑧ Range becomes SI × 5 feet in LOS. The mage can see the writing on the object as if it is merely at arm's length.

⑨ The caster may make all or some of the message invisible to all but the caster. Half SI other people whose True Form the mage has perceived may be designated at any point throughout duration as able to see the message.

Time: 2 rounds
Range: Touch
Duration: SI days (CS Indefinite)

OBEDIENCE · IV

Talent bonus: Enthral
Psychic Bond

The caster forces a creature to obey. The target resists the spell with an opposed **Spirit** test (CS –20 penalty) that beats the casting success level (break ties).

If successful, the mage may spend 1 round concentrating at any time to issue as a free action a single telepathic command to the target still within range and LOS. No common language is needed, but orders that are not instinctual might require beasts to test Creativity to understand (although the mage may attempt such failed commands anew). Targets then act on their own IR. Each command lasts 1 round, so the mage must keep concentrating for longer obedience.

The caster has a Psychic Bond with the target throughout duration (page 237).

⑦ The spell may target a spirit or astral within range the caster is aware of.

⑧ The caster may require the target to test **Reasoning** at the duration's end. If the REA success level is lower than the spell's (break ties), the subject will not recall being affected by spell.

⑨ Caster may require subject to test **Spirit** at the duration's end. Failure allows the caster to impart a single action the target must undertake within SI hours (CF within SI days). The psychic bond remains until the end of this period.

Time: 2 rounds
Range: SI × 5 feet in LOS
Duration: SI rounds

PANIC · III

Talent bonus: Telepathy

The caster fills a person with abject terror, inducing a Fear Roll (page 187) with ABE 1 (CS half SI). If the caster touches the victim, increase the PSY stress by 1, even when it would not normally occur.

⑦ Area of effect extends from the caster to half SI × 5 feet, affecting the half SI closest creatures within it.

⑧ Caster may exclude up to SI designated creatures from the area of effect.

⑨ The caster may choose a victim's Psyche Trait, if one arises from the Fear Roll.

Time: 2 rounds
Range: SI × 5 feet in LOS
Duration: Instantaneous

PERSPECTIVE · V

Psychic Bond

The caster touches a creature and experiences its physical senses at a level of the creature's own Awareness skill and Perception attribute. An unwilling target may resist the effect with a **Spirit** test success level that exceeds Perspective's (break ties). Casters must maintain concentration throughout the spell's duration, during which they also have a Psychic Bond with the target (page 237).

⑦ Range is SI × 10 feet in LOS.

⑧ Spell also acts on the EMP attribute.

⑨ The caster may grant the target the ability to experience the caster's senses. Duration is halved and concentration is required by both parties.

Time: 3 rounds
Range: Touch
Duration: SI minutes

PROBITY · IV

Talent bonus: Enthral

The caster engages one person within 10 feet and LOS in conversation in a shared language in which the *mage* has at least ML30 (basic complexity). The mage must converse with the target for the full casting Time, so persuasion *might* be required to do so. Cant and gesture are masked by the exchange itself, so, while the Silent and Still options (page 201) are not available, spell recognition (page 203) is possible only by someone who also knows Probity.

The spell *lowers* the target's Morality (MOR) score by up to half SI (CS +2), as selected by the caster at spellfire. The target may resist the effect at spellfire with a **Spirit** test that exceeds the caster's success level (break ties). Whether the spell succeeds or fails, if the Spirit test succeeds, the target feels uneasy (S) or even angry (CS) with the caster.

⑦ The spell may *raise* the target's MOR by up to half SI (CS +2), as chosen by the caster.

⑧ The target's feeling of unease may only arise from a *failed* Casting Roll (F or CF).

⑨ If casting Time is 1 hour, the mage may change target MOR by 2 more points.

Time: 10 minutes
Range: 10 feet in LOS
Duration: SI days

QUILL · III

The caster improves once the legibility of any written work by 2 SV (CS 4 SV)—see Scribing (page 83). The caster must have the writing implements appropriate for the work's medium, but does not need to be able to read it (no Script or Language requirement). Casting Time is 10 minutes per page (10 hours per day).

⑦ Legibility improves by 1 additional SV if the caster knowns the script.

⑧ Spell can be cast without appropriate writing implements.

⑨ With writing implements, caster may create an improved *copy* of the written work concurrent with the casting.

Time: See above
Range: Touch
Duration: Indefinite (Permanent)

RECOLLECTION · IV

The caster makes a conscious person remember something about a forgotten subject or event specified by the mage (the memory is moved from the subconscious to the conscious). Unwilling subjects resist with a **Spirit** test exceeding the spell's success level (break ties).

The subject only recalls details equal to the amount that would have been consciously noticed when the memory was originally made. The target might have to test successfully **Reasoning** or **Awareness** to recall minute details.

Even with a successful casting, the mage cannot read the target's mind—the subject either freely shares the recalled memory or must be convinced with another spell or persuasion skill.

At the end of duration, the caster has the option of having the memory return to the subject's subconscious (the memory is forgotten again).

⑦ The spell may instead move a memory that was created in the last SI hours from the *conscious* to the *subconscious* (the target 'forgets' it). Duration is Indefinite.

⑧ Spell may be used on an unconscious subject, treated as resisting.

⑨ The caster can read the target's mind concerning the specific memory made conscious (no Persuasion is needed).

Time: 2 rounds
Range: Touch
Duration: SI minutes

RUPTURE · VI

Psychic Bond

The caster ruptures the connection between a target being's personality and body. The target may resist with a **Spirit** test that exceeds Rupture's success level (break ties). Touching the target brings a –20 penalty to the resistance test.

If affected, the victim's body falls prone. Internal functions and normal perception continue, but subjects may not act, move, speak, drink, or eat. Their soul remains dormant in the spirit world. The caster must stay within SI × 5 feet of the target body or the spell ends.

A target personality inhabiting its soul at or after spellfire cannot attempt Reembodiment (page 298) for duration. Should the spirit journey end before the spell, the personality loses inhabitation of the soul and enters the 'ruptured' status described above. The target then makes the Reembodiment Roll at Rupture's end.

The caster has a Psychic Bond with the target throughout duration (page 237).

⑦ Caster may touch the target's throat to allow the target to speak, drink, or eat for 1 round. Each such 'activation' reduces duration by 1 minute.

⑧ Caster may touch the target's head to allow target to move for 1 round. Each such 'activation' reduces duration by 2 minutes.

⑨ With spellfire CS and an affected target, caster may break the Psychic Bond with a CS **Spirit** test (one attempt per casting).

Time: 3 rounds
Range: SI × 5 feet in LOS
Duration: SI minutes (CS SI hours)

SENSATION · I

The subject's vision, hearing, smell, taste, and touch all improve. Perception tests and any skill with PER in its Skill Base—see the Skills List table (page 46)—receive +10 bonus (CS +20 bonus).

⑦ Range becomes SI × 5 feet in LOS.

⑧ When caster applies spell to self, bonus is +20 (CS +30).

⑨ Any successful test benefiting from Sensation achieves CS on a units die roll of 1, 5, or 0.

Time: 1 round
Range: Self or Touch
Duration: SI × 10 minutes

SOLACE · I

The caster touches a person and designates a single known mental trauma for an immediate Psyche Stress Recovery Roll (CS +20 bonus). The same mage may cast Solace once per trauma per target.

⑦ May be cast to change Initiative or Fear states to Steady. An unwilling subject may resist with a **Spirit** test success level exceeding Solace's (break ties).

⑧ The Bonus Effect 7 may be cast on up to half SI designated targets within SI × 5 feet and LOS. Unwilling subjects may resist.

⑨ May be cast on a target for an Aural Shock Recovery Roll (CS +20 bonus).

Time: 1 round
Range: Touch
Duration: Instantaneous

SUGGESTION · VI

Talent bonus: Enthral
Psychic Bond

The caster seems reasonable to people spoken to in a common language within 10 feet and LOS. The caster may make one suggestion to one person per minute, starting one minute after spellfire, even to different targets, each with different suggestions. The mage's Language Index (page 77) limits the complexity of the suggestion. No Persuasion tests are required for demands that might usually require them (*convincing a guard to allow passage through the gate after dark*).

Extraordinary demands have a chance of working (*convincing a guard to allow passage through the town's sally port during a siege*). Targets resist, and are unaffected for duration, with a **Spirit** test success level that exceeds Suggestion's (break ties). Only a Spirit CF convinces them to inflict harm against their instinct.

The mage has a Psychic Bond with all affected targets for duration (page 237).

⑦ If touched, the target has a −20 penalty to Spirit test to resist.

⑧ Caster may make the same Suggestion to two different targets at the same time. Doing so 'costs' two duration minutes.

⑨ Effect range can be SI × 10 feet in LOS. Mage can deliver a 'speech', with targets merely listening.

Time: 3 rounds
Range: Self
Duration: SI minutes

THOUGHT · II

Talent bonus: Telepathy

The caster injects a thought into the mind of a person with a shared language. This is not a command (*attack the innkeeper*) but rather a plausible idea about the immediate situation (*the innkeeper short-changed you*). The target then reacts naturally as if convinced of the idea.

Unless willing, the target nullifies the effect with a **Spirit** test that exceeds the spell's success level (break ties); Spirit CS against Thought Success (S) also imparts a feeling of unease towards the caster.

⑦ Range becomes SI × 10 feet in LOS.

⑧ If Range is Touch, the target has a −20 penalty to the Spirit test to nullify.

⑨ Shared language with target no longer required.

Time: 1 round
Range: SI feet in LOS
Duration: Instantaneous

VEIL · VI

Talent bonus: Telepathy

Observers perceive the caster and up to half Spirit ML pounds of worn or carried equipment as an ordinary and innocuous element of the inanimate environment (*blending in with a stone wall*). The caster may not move or speak, or the spell ends.

An observer sees through the Veil with a test of either **Spirit** or **Sensitivity** that exceeds Veil's success level (break ties). The spell affects the *minds* of observers; the caster's body is still material and can be discovered through physical contact.

An observer who sees through the Veil may spend 1 round convincing one other observer that the subject is material. The fooled observer may make a second Spirit test *once* to see through the Veil. If this test fails, the fooled observer remains so for duration.

⑦ The spell can be laid on a creature the caster touches.

⑧ The *mage* (only) may make a half Move or Grope each turn; each such action reduces duration by 1 minute.

⑨ With concentration the *mage* (only) may speak without ending the spell, although anyone may hear it.

Time: 3 rounds
Range: Self
Duration: SI minutes

WISDOM · III

The caster selects one of two versions of Wisdom at spellstart:

Expound: the caster meditates on a revelatory scene already produced by the mage's own casting of the spell Enquiry (page 238). Unknowing or unwilling targets may resist the spell with a **Spirit** test Success Level that exceeds Wisdom's (break ties). This is in addition to the similar test made to resist the initial Enquiry spell.

If Wisdom takes effect, the GM describes again Enquiry's vision, but this time less vaguely and mysteriously, with more insight or overt clues, and perhaps even at more length (see example, below).

Illuminate: the caster attempts to penetrate the Enigma spell (Odivshe VI) that has been cast on a person whose True Form the mage has perceived. If Wisdom's success level exceeds Enigma's (break ties), then Wisdom produces a revelatory vision about the target in the same way Enquiry does.

Regardless of the version used, casters may not attempt Wisdom on the same target until their Wisdom ML improves.

⑦ A Wisdom CS allows the mage's player to ask one follow-up yes–no question after hearing Wisdom's enhanced vision.

⑧ Casting time becomes 10 minutes.

⑨ If the mage perceives the subject's True Form anew, the spell may target the same subject a second time before Wisdom ML needs to improve.

Time: 1 hour
Range: Self
Duration: Instantaneous

Wisdom example*: an Enquiry spell cast earlier by the mage Larasa imparted the vision of Duke Manir dimming the light of a lantern shining on his nephew. Larasa then casts Wisdom (Expound) and succeeds.*

The GM imparts more details to the vision: 'Larasa feels anger swelling inside the Duke and, in turn, fear overcoming the nephew. As the light of the lantern dims, Larasa feels a sudden, sharp pain in her chest and then the vision immediately ceases'.

THE QUIESCENCE OF ODÍVSHÈ

The core principle of Odivshe magic is water—between the profound emotion of Savoryan soul and its natural course through Fyvrian earth. The passions of the Odivshe mage gather slowly, whether expressed as an icy remove or an impenetrable gloom.

Ethereal Water

Many Odivshe spells enable mages to channel water principle into the physical world. Such ethereal water concurrently exists in both the spirit and physical worlds. It is much easier to walk through than physical water, so even wading through it submerged is treated simply as difficult movement. By the same token, the reduced buoyancy makes swimming much more difficult (–40 penalty). Being trapped in it induces a milder form of asphyxia that doubles the normal trauma periods (page 183). Other Odivshe principles impart unique effects.

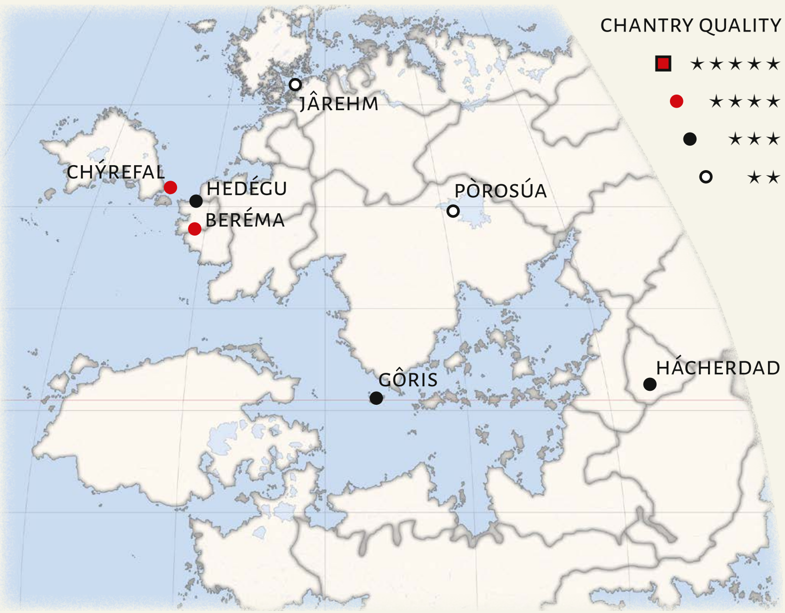
Ethereal Cold: targets do not risk frost injury, but a victim affected by ethereal cold for an hour suffers a Cold Hazard check (page 149).

Ethereal Dark: characters shrouded by ethereal darkness in an otherwise lighted environment can see but suffer a–40 penalty to visual Perception and Awareness tests. Natural half-light or shadows become utterly pitch black where ethereal dark overlaps.

Ethereal Gloom: this hybrid of ethereal cold and dark imparts a sluggishness of the former with a dimness of the latter. For its effect, see the Gloomweb spell (page 246).

Ethereal Ice: touching or being touched by ethereal ice inflicts ethereal freeze. The target makes a Shock Roll against a certain Shock State Index (often SHK7) but suffers no actual frostbite injury—there is no F-aspect impact and body location is irrelevant.

MAJOR ODÍVSHÈ CHANTRIES



ELEMENTAL OBJECTS

Odivshe elemental objects must be opaque and able to hold and offer forth liquid or ice, for instance a vial, flagon, bowl, or waterskin.

SEED WATER

Seed water referred to in certain Odivshe spells is rated according to one of five water sizes (WS). These are the same water sizes used to describe an elemental's Bound Form.

WS	AMOUNT	GALLONS	EXAMPLES	
0	Scant	1	waterskin	4"×1'
1	Trace	50	keg	1.5'×3'
2	Minor	250	tun	3'×5'
3	Substantial	2500	fountain	3'×10'×10'
4	Great	12,000	pool	5'×15'×20'

CONVOCATIONAL EFFECTS

Below are ten Odivshe effects as examples for Spontaneous Casting (page 207).

	Water · Cold · Darkness · Silence · Stasis
1	A very fine mist bursts around the caster.
2	Small icicles form along the caster's brow (or beard or tunic sleeve) and then quickly melt—or not if the air is freezing.
3	A wave of cold air rolls outward from the caster.
4	A small gout of ethereal fog exits the caster's mouth or nose.
5	Ethereal darkness briefly lines the caster's face in shadow.
6	A faint gloom outlines the caster—and then disappears.
7	All near the caster suddenly stop or refrain from talking.
8	The caster's steps are briefly muffled.
9	All near the caster momentarily stop or refrain from moving.
10	A sense of calm besets all those nearby.

ALCHEMA • II

The caster ascertains the contents of up to half SI pints of liquid as mundane, exotic, or esoteric, as per the distinction on page 265. If mundane, the liquid is also identified (*salt water*, *spoiled wine*). If the volume consists of several substances, then they separate and may be poured off individually, even if not identified.

⑦ If liquid is exotic, then whether it is herb- or mineral-based is revealed.

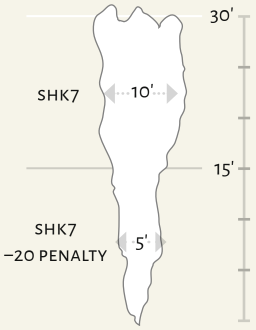
⑧ If liquid is exotic, then its general nature is revealed (*healing remedy*).

⑨ If liquid is esoteric, then its Convocation and Principle are also revealed.

Time:	2 rounds
Range:	SI feet
Duration:	Instantaneous

BREATH • III

The caster projects a cone of ethereal ice that is five feet wide out to 15 feet away, and 10 feet wide from there to 30 feet away. Creatures caught in the area make a **Shock** test against SHK7 (page 169); those in the front half suffer a –20 penalty (Breath CS additional –20 penalty). A fire source reduces SHK by 1 in the area beyond that described by its diameter (page 225), but then is itself snuffed out.



⑦ The cone may originate from an at least small size seed water within SI × 5 and LOS of the caster. The mage directs the cone's projected area from that point.

⑧ Caster may opt to inflict *physical* (not *ethereal*) frost impact. Targets suffer a frost Area attack with impact equal to d4 + SI (front half) or d4 + half SI (back).

⑨ The area may be 5 feet wide and 40 feet long, the front half reaching to 20 feet.

Time:	2 rounds
Range:	Self
Duration:	Instantaneous

CALM • V

The caster calms a body of water in a SI × 10-foot radius. The caster need not be in the water but could be on a ship or shore. The effect stays centred on the caster. Calm reduces Seastate by half SI (see Waterwalk spell, page 248).

⑦ Caster may fix the spell to a specific object or part of an object (*ship mast*).

⑧ Seastate is reduced by half SI+1.

⑨ Seastate is reduced by half SI+2.

Time:	3 rounds
Range:	Self
Duration:	4 hours (CS 12 hours)

CONDENSATION • IV

When outdoors, the caster creates a one-foot-diameter sphere of cold air and selects one of two effects at spellfire.

Water Trap: atmospheric moisture condenses when it contacts the sphere, dripping in 4 hours a number of pints of water according to climate and SI:

CLIMATE	PINTS
Polar	0.1 × SI
Subpolar	0.3 × SI
Cool Temperate	0.4 × SI
Warm Temperate	0.4 × SI
Subtropical	0.3 × SI
Tropical Dry	0.2 × SI
Tropical Wet	0.5 × SI

Rain: precipitation is created in the surrounding region up to half SI leagues away from the sphere. Determine this distance randomly to the nearest mile—for an SI6 or SI7 caster it would be d3 leagues. A d10 roll according to the current temperature determines the type of precipitation created (first column):

PRECIP TYPE	FRZ	COLD	COOL	WRM	HOT
Snow	1–5	1–5	·	·	·
Sleet	6–8	6–8	·	·	·
Freezing Rain	·	9	·	·	·
Hail	9–0	0	1	·	·
Rain	·	·	2–0	1–0	1–0

⑦ Caster may adjust d10 Rain Roll by ±1.

⑧ Caster may adjust d10 Rain Roll by ±2.

⑨ Caster may adjust d10 Rain Roll by ±3.

Time:	3 rounds
Range:	SI feet
Duration:	4 hours (CS 12 hours)

CONJURE • VI

The caster summons a Minor Sheor from its primal plane and binds it to at least a five-foot cube host mass within range, such as part of a pond or creek. With spellfire success, the elemental tests Spirit in opposition to the Casting Roll (do *not* break ties: ★).

OPPOSED CONJURE—SPIRIT TEST	
☆1	The Shéôr remains bound to its host mass as a *free* elemental (page 358). If possible, it tries to flee the mage, attacking if necessary.
★	The Shéôr returns to its primal plane.
☆1	The mage controls the Shéôr for duration, then it returns to its primal plane.
☆2	The mage controls the Shéôr for double the duration, then it returns to its primal plane.
☆3	The mage controls the Shéôr for triple the duration. The mage may then leave it bound to its host mass as a free elemental or allow it to return to its primal plane.

These results are in addition to those of the Casting Roll table (page 202).

A mage who successfully controls the Sheor may take 1-turn actions starting on the following round to command it to perform any action within its power (page 362). Both the mage's command and the Sheor's action take place on the mage's Initiative Rank (IR).

⑦ Caster may conjure a Substantial Sheor into a 10-foot cube host mass.

⑧ The Sheor has –10 penalty to the opposed Spirit test.

⑨ Caster may conjure a Great Sheor into 15-foot cube host mass.

Time:	4 rounds
Range:	SI × 5 feet
Duration:	SI rounds

COOLING • I

The mage touches a creature with an extremely cold hand, imparting one of two effects announced at spellstart:

Burn Treatment: a single non-Area burn injury, or instance of heat exposure, is given an immediate Healing Roll (CS +20 bonus). The same trauma may receive only *one* such roll from Cooling. This roll does not stack with similar rolls from other arcane sources.

Deaden Pain: a Shock State Index of 9 or less is reduced by 1 (CS 2). The effect does not apply to *indefinite* SHK, such as that suffered from a disease or coma.

⑦ Spell can extinguish fires of Fire Size 0 (candle, lantern) or 1 (torch).

⑧ Range becomes SI×5 feet in LOS.

⑨ Burn Treatment option may apply to a single Area burn injury.

Time: 1 round
Range: Touch
Duration: Instantaneous

CRYSTALS · III

The caster manipulates the already existing precipitation within a radius of SI×30 feet. The effect remains centred at the point where the caster was at spellfire. The caster selects one of the following two options at spellstart:

Type: the existing form changes to any other type available according to the temperature, such as *Cool rain* to *Cool hail*:

TEMP	PRECIPITATION TYPES
Cool	Rain · Hail
Cold	Hail · Freezing Rain · Sleet · Snow
Freezing	Sleet · Snow

Rate: the rate changes up or down one level between 1) none 2) light or 3) continuous (step 3.2, page 144).

⑦ Changes in type may include an adjacent row, such as *Snow* in *Cool Temperature*.

⑧ Rates may be changed by two levels.

⑨ *Warm (Rain • Hail)* is the table's top row.

Time: 2 rounds
Range: SI×30 feet
Duration: As long as precipitation lasts

DOWSING · II

The caster knows the distance and direction to the nearest body of fresh and potable water within SI leagues above ground, or within SI×10 feet below ground. Spellfire CS gives approximate volume of the water source.

⑦ Caster may alter the effect to only potable water-based beverages, such as ale or wine, within SI×10 feet.

⑧ Range increases to SI×3 leagues.

⑨ Caster may alter the effect to only toxic or poisonous liquid within SI feet.

Time: 2 rounds
Range: SI leagues
Duration: Instantaneous

ENIGMA · VI

Enigma conceals the caster's True Form, preventing detection by the Enquiry spell (Savorya I) and by esoterica that grant True Sight. Enigma blocks the Wisdom spell (Savorya III) only if its success level exceeds Wisdom's (break ties).

Enigma confuses the results of Insight (Savorya II) and the Visnomy talent, resulting in a response of *average* or *no effect* when targeting the Enigma caster.

As a side effect, casters *themselves* may not make Aura-based tests or inhabit their soul throughout Enigma's duration. If targeted or forced, the caster's Aura-based tests result in CF. At any moment, mages may cancel Enigma, thus allowing for immediate Aura-based tests.

⑦ If Enigma resists a successful Enquiry or Wisdom spell, the mage can describe a fictitious vision that is 'revealed'.

⑧ The spell may be laid on a willing person the caster touches. Only the caster may issue the free action cancellation.

⑨ If cast on self, a CS increases duration to Indefinite. The spell ends only if cancelled by the caster or dispelled.

Time: 1 hour
Range: Self
Duration: SI days

FLOE · VI

A large body of water freezes when touched by the caster. The Floe lasts as long as it would naturally, and it cannot be dispelled, even by the caster. The area and depth affected varies according to the surrounding air temperature and Floe SI:

TEMP	AREA	DEPTH
Cool	SI×5 feet diameter	Half SI inches
Cold	SI×10 feet diameter	SI inches
Freezing	SI×20 feet diameter	SI×2 inches

Spellfire CS: +2 SI for figuring Area and Depth.

For salt water, halve all dimensions. The area fills out the available water's dimensions naturally. Thus, it would likely not be square in a narrow stream.

Here are estimated benchmark ice-depths required to support given weights:

ICE	WEIGHT	ICE	WEIGHT
3"	400 lbs	6"	1800 lbs
4"	800 lbs	7"	2400 lbs
5"	1200 lbs	8"	3200 lbs

⑦ Caster may freely shape the Floe's area, for instance making a path across a river.

⑧ Range becomes SI×5 feet.

⑨ Casters may recast Floe to 'melt' their own created Floe. It disappears in one round if Cool, two rounds if Cold, and three rounds if Freezing.

Time: 4 rounds
Range: Touch
Duration: Instantaneous

FLOTATION · I

The caster increases the buoyancy of a creature with a Strength of 29 or less by making its liquid content semi-corporeal. The subject increases Swimming ML by 40 *on* water (but as a concomitant penalty *under* it). If cast on self, the mage may toggle the effect on and off for duration.

⑦ Swimming ML change becomes ±50.

⑧ Swimming ML change becomes ±60.

⑨ Caster may place the ±30 Swimming ML effect on half SI targets.

Time: 1 round
Range: SI×5 feet in LOS
Duration: SI×10 minutes

FREEZE · III

Talent bonus: Elemental Frost Bolt

At spellfire, the caster creates half SI charges (CS SI charges). One charge is expended when the caster's own flesh or elemental focus comes in contact with a creature, who suffers d4+SI frost impact in the location touched. When an object weighing no more than half the caster's Spirit ML in pounds is similarly touched, a charge is expended and it becomes extremely cold. A creature holding such an object suffers d4+half SI frost impact to the appropriate location if it is not immediately dropped.

⑦ The caster controls whether the effect manifests at each instance (*friends may be touched without freezing them*).

⑧ Caster can use two charges at one manifestation, increasing impact by 4.

⑨ Range becomes SI×5 feet. Caster may designate a specific location to freeze.

Time: 2 rounds
Range: Self
Duration: SI rounds

GILLS · III

The caster can breathe safely under water at the expense of being able to out of water. The mage may share the effect by touching one willing creature at spellfire, but the duration is halved, during which time contact must be maintained or the touched creature loses the effect.

If laid upon a water-breathing creature, Gills has the inverse effect.

⑦ Mage may grant the subject the ability to breathe also in its natural environment.

⑧ May be cast on an unwilling creature, who resists with a **Spirit** test exceeding Gill's success level (break ties).

⑨ Range becomes SI×5 feet in LOS for targeting willing creatures (unwilling targets must still be touched).

Time: 3 rounds
Range: Touch
Duration: SI×10 minutes

GLOOMWEB · V

The area within SI×5 feet of the caster is flooded with ethereal gloom. The effect follows the mage's movement. Anyone but the caster within the Gloomweb suffers the following effects:

- Awareness and Perception tests have –40 penalty.
- Movement cost is Difficult, page 160. The gloom has a viscous quality but cannot be swum in like ethereal water.
- Melee strike Impact is reduced by half SI.

Projectiles passing into or through the Gloom, even those originating outside it, have their strike impact reduced by SI.

⑦ Caster may exclude up to SI creatures from the effect by touching them after spellfire.

⑧ After spellfire, the caster may anchor the spell's centre of effect to any designated point touched.

⑨ Caster can cause the Gloomweb to originate from any point within SI×5 feet and LOS.

Time: 2 rounds
Range: Self
Duration: SI rounds

HUSH · II

The caster designates an area with a diameter up to SI×5 feet, centred on a point within range. All noises emanating from or passing through the area are completely silenced. Even shouts and the sounds of clashing weapons do not overcome the area affected. Sounds made by the caster are also silenced.

A keen observer outside the area might notice the Hush with a CS **Reasoning** test—its pattern of silence can make contextual noises sound strange.

⑦ After spellfire, the caster may concentrate as a 1-round action to move the Hush area five feet.

⑧ The caster's own spellcasting cant can be heard (functions normally) in the area.

⑨ Before spellfire, half SI persons within range may be designated to be able to hear within and through the Hush.

Time: 2 rounds
Range: SI×10 feet
Duration: SI×2 minutes

ICEWALK · V

A bare foot or hand of the caster that touches water causes it to freeze instantaneously, allowing it to support SI×50 pounds at once. The ice chunk melts immediately after the body part loses contact with the water.

⑦ The effect passes through the subject's clothing (such as a boot or glove).

⑧ Each ice chunk increases to a 5-foot area that lasts SI rounds before melting.

⑨ The spell may be laid on a person the caster touches.

Time: 3 rounds
Range: Self
Duration: SI minutes

PALL · IV

A cloud of ethereal darkness and ice emanates from the caster's mouth to a radius of SI×5 feet and up to 10 feet above the ground (it does not pass through physical barriers). The caster may instead centre the Pall in seed water (range is touch). Visibility within it is five feet and wind does not move or modify it. Each round on the caster's turn, immersed creatures other than the caster accrue 5 windedness fatigue and must make a Shock Roll against SHK6 (CS 10 windedness fatigue and SHK7). A S or CS on the Shock test also reduces the accrued fatigue for the turn by 5. Once Unconscious (SHK9), targets keep making Shock tests to reduce fatigue.

After spellfire, casters may extend duration by two rounds for each round they maintain concentration. The mage may do so for SI extra rounds, but such concentration must be consecutive from spellfire or the spell will end after the current duration tally. Thus, Pall lasts 7 rounds at spellfire for a mage with SI7. If concentration is maintained for 7 more consecutive rounds (maximum), it lasts 21 rounds (7 original plus 14 extended).

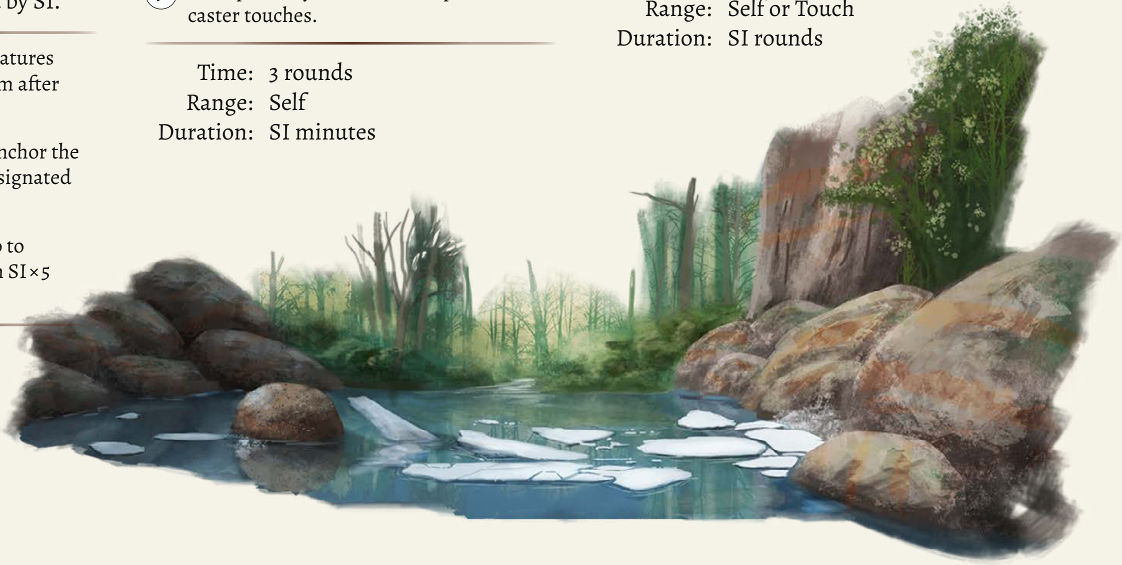
A Pall CS does not add to duration but does induce –20 penalty to Shock Rolls.

⑦ With concentration, the caster can also move Pall along the ground or water at 10 feet per round in LOS.

⑧ Effect may emanate from a point within SI×5 feet in LOS (SI×10 from seed water).

⑨ Caster may have Pall form any shape of equal area (height remains the same).

Time: 3 rounds
Range: Self or Touch
Duration: SI rounds



QUENCHING · I

Dehydration is deferred one day. Quenching creates a supply of ethereal water that postpones the requirement for mundane water. When Quenching ends, the subject receives a +20 bonus to dehydration Recovery Rolls over the next SI days. Quenching may be recast on a target, but the bonus never increases, and the new duration replaces the old one.

⑦ The spell may be laid on a creature the caster touches.

⑧ Spell may be cast on a plant. Range is touch.

⑨ The bonus to dehydration Recovery Rolls becomes +40.

Time: 1 round
Range: Self
Duration: 1 day (3 days)

REST · V

The metabolism of a willing creature nearly stops, making them immobile with an apparent mass four times normal and a body that feels exceptionally hard. The living entity is unaware of the passage of time and has no perception of the surroundings. Its soul remains dormant.

While in such a stasis, the subject adds SI to Armour Values in all locations and aspects (CS SI×2). Resistance tests involving physical trauma, such as Bleeding and Shock Rolls, receive a bonus of SI×5 (CS SI×10).

⑦ The subject's apparent mass is twice normal to the mage (only).

⑧ The subject's apparent mass is twice normal to others, but normal to the mage.

⑨ May be cast on an unwilling target who resists the effect with a **Spirit** test success level that exceeds Rest's (break ties).

Time: 4 rounds
Range: SI×5 feet
Duration: SI×10 minutes (CS SI hours)

RIVER · V

Throughout casting Time the mage must be standing or be submerged in seed water of at least WS2 (page 243 sidebar)—this is called the *host mass*. At spellfire the caster and up to half Spirit ML pounds of clothing and gear turn into ethereal water. This is called the *bound form* and has a Trace WS1 size.

The mage's ethereal water bound form responds to the host mass's *natural passage*: remaining within the confines of a pond, lake, or man-made structure, like a fountain; but flowing with a stream, river, or sea's current. Such currents are rated by their Current Force (CUR):

CUR	PER ROUND	PER WATCH	SAMPLE
0	5 feet	1 league	ocean
1	10 feet	2 leagues	tide
2	20 feet	4 leagues	slow river
3	30 feet	6 leagues	avg. river
4	40 feet	8 leagues	rapids

The ethereal-water bound form only follows downhill elevation changes and may even safely cascade over sudden drops, suffering no falling impact. The *natural passage* lasts a maximum d6 days at a rate of up to half SI×5 leagues per day, as selected at spellfire (minimum five leagues per day). A spellfire CS allows the caster to select the number of days between one and six instead of rolling.

Throughout duration, the mage is unconscious and the ethereal water bound form remains contiguous. At the end of duration, the caster reassembles and regains consciousness in the host mass. All fatigue accrued *before River spellstart* is eliminated, but injuries and ailments are not healed, bleeding recommences, and spellfire fatigue is accrued as *weariness*.

⑦ The spell can be laid on a creature the caster touches. Target may resist with a **Spirit** success level that exceeds River's (break ties). Duration is SI rounds, but all trauma suffered at spellfire resumes after the spell ends.

⑧ Casters no longer have to be in a host mass at spellfire. Their bound form may move over flat ground at half Move rate, or at full Move downhill. Duration is SI rounds, but all trauma suffered at spellfire resumes after the spell ends.

⑨ If casters retain their bound form in a seed water of at least WS4, then, upon reassembling, all fatigue except weakness and all bleeding are eliminated. Other instances of physical trauma receive one Healing or Course Roll (as applicable). Duration is 4 hours (CS 2 hours).

Time: 3 rounds
Range: Self
Duration: d6 days (CS *choose* 1 to 6 days)

SHADOW · II

A sphere of darkness emanates from the caster or caster's elemental object to a radius of up to SI×5 feet. Apply Object Element modifier (page 201) to Casting Roll. In poor illumination, the spell creates total darkness. In full daylight, it creates a shadowy gloom that grants +20 bonus to Stealth tests if it intersects an observer's LOS (CS creates total darkness). The caster's perception is unaffected. It may also be cast to neutralise an equivalent light spell.

⑦ Range becomes SI×5. Caster anchors effect to a point in space in LOS.

⑧ If caster concentrates after spellfire, the Shadow's radius may be adjusted within its limits by up to 10 feet.

⑨ Caster may divide area into up to half SI different points of effect whose total radii do not exceed SI×5 feet.

Time: 2 rounds
Range: Self
Duration: SI×10 minutes

SNOWBALL · VI

The caster creates and throws a palm-sized sphere of mundane frost, ice, or ethereal water (designated each time one is created). Up to SI balls may be created and thrown, one at spellfire and then one as a 1-turn action on subsequent rounds. If not thrown, the ball vanishes at the end of the mage's turn. Hurling it tests the higher of Snowball ML or Throwing ML, with a 30-foot base range. The effect of striking a target varies by the type of ball:

Frost spreads over the victim, inflicting d4 + half SI Area Frost impact (CS +3).

Ice in the shape of a hard snowball inflicts d6 + SI Blunt Impact (CS +4) to a single Location (d6 ZD)—and then melts.

Ethereal water covers the body for SI rounds. The target makes a Shock Roll against SHK6 (CS SHK7) when first struck and then accrues five fatigue per round thereafter. Reduce SHK by 1 if the target has 20 or more body Zones.

⑦ Base range equals 60 feet.

⑧ Base range equals 90 feet.

⑨ Base range equals 120 feet.

Time: 2 rounds
Range: Self
Duration: SI rounds

SPONGE · II

The caster or a touched creature retains moisture more readily. The onset of any dehydration has a Healing Rate increased to 4 (CS HR5), and Bleeding Rolls receive +20 bonus (CS +40 bonus).

⑦ Range becomes SI×5 feet in LOS.

⑧ Dehydration Healing Rate is further increased by one.

⑨ Bleeding roll bonus is further increased by 10.

Time: 2 rounds
Range: Self or Touch
Duration: SI days

SPOON · I

The caster stirs a water supply with a hand or elemental object and determines whether it is potable (CS also identifies and defines precisely any long-term impurities). Apply Object Element modifier (page 201) to Casting Roll. Spoon does not detect a water's magical danger, only its natural drinkability. If not safe, no specific explanation is given. The amount of water analysed varies according to SI (see the SEED WATER table, page 243):

SI	SIZE	GAL	EXAMPLE
≤6	SCANT	1	waterskin
7	TRACE	50	keg
8	SMALL	250	tun
9	MEDIUM	2500	fountain
10+	LARGE	12,000	pool

⑦ Range becomes SI×5 feet in LOS.

⑧ Natural dangers other than to potability are also detected (*acidic water that might harm exposed skin*).

⑨ Magical dangers in water are detected but not identified or defined.

Time: 1 round
Range: Touch
Duration: Instantaneous

SWEAT · IV

A creature with STR20 or less that is touched by the caster exudes moisture. It tests **Spirit** to determine the effect (CS –20 penalty to Spirit test):

TARGET SPIRIT TEST	
CF	Creature suffers 30 weariness fatigue and makes a Shock Roll (SHK8).
F	Creature suffers 20 weariness fatigue and makes a Shock Roll (SHK7).
S	Creature suffers 10 weariness fatigue.
CS	No effect.

The given Shock Index is modified by the creature's Shock Roll (page 169).

⑦ Range becomes SI×5 feet in LOS.

⑧ Caster may target creatures with a Strength up to 40.

⑨ Caster may target creatures with a Strength up to 80.

Time: 3 rounds
Range: Touch
Duration: Instantaneous

TIDE · IV

The caster converts up to SI quarts of mundane water into a 10-foot cube of ethereal water per quart (CS 15-foot cube). The water must be in hand in a container or from seed water within 5 feet. The Tide can be thrown as a 10-foot wide 'hose' or shaped as a proportional 'pond'. Whatever the form, an edge of it must be within range of the caster. Any creature, including the caster, completely submerged by the Tide on a given round begins to suffer drowning (but at half the rate; see Asphyxia, page 183). Submerged creatures must make a Stumble Roll when first struck by the Wave, but they can later 'wade' through the ethereal water as Difficult Movement (page 160).

⑦ Range becomes SI×5 feet in LOS.

⑧ Caster is immune to drowning in the Tide.

⑨ Caster and up to SI other creatures touched after spellfire are immune to drowning in the Tide.

Time: 3 rounds
Range: 5 feet
Duration: SI minutes

WATERWALK · VI

The subject floats on a body of water whose Seastate (SEA) does not exceed caster SI (CS SI+2). No Swimming test is required. SEA is a function of the body of water and Windforce, WF (page 64):

SEASTATE (SEA)

WF	FORCE	RIVER	LAKE*	SEA	OCEAN
0–1	Lt–Mod	0	0	0	1
2	Strong	0	1	2	2
3	Gale	1	2	4	5
4	Storm	1	3	6	8

* includes sheltered sea and ocean coasts.

For each subject at the start of their turn, make a d10 roll against a TN equal to Waterwalk SI minus SEA. Success allows half Move walking on the water.

⑦ The base spell may be laid on a creature with a Strength up to 40.

⑧ Caster (only) receives +2 bonus to the Secondary Roll to walk on water.

⑨ Caster (only) can Waterwalk in and on fog that is in contact with the ground or water. The GM determines whether water vapour is deemed such 'fog' (SEA 0), or is a floating 'cloud' (and thus inaccessible). Duration is SI minutes.

Time: 4 rounds
Range: Self
Duration: SI hours

WAVE · V

The caster manipulates a volume of water equal to SI feet cubed. The caster may make water flow uphill, move it out of a pond or container, or keep it stationary against its natural inclination, such as from flowing downhill. Any movement is at a rate of 10 feet per round. Water must adhere to at least one surface.

A water elemental bound to a host mass affected by the mage's Wave spell may resist the movement with a **Spirit** test success level that exceeds the spellfire success level (break ties).

⑦ Range becomes SI×5 feet in LOS.

⑧ Spell can affect liquids other than water.

⑨ Liquid no longer needs to adhere to any surface.

Time: 3 rounds
Range: Touch
Duration: SI rounds

THE GREY MYSTERIES

Neutral magic either draws from a principle that does not belong to one of the six convocations or draws from several different principles at once. The Shek-Pvar currently group Neutral spells into five broad categories for the training of apprentices.

Artefact: spells dealing with the creation of minor and major artefacts. There are three subtypes of Artefact spells—Enchantment (E), Foundation (F), and Volition (V). See the highlighted sections on pages 256–257 for a summary of the steps involved in creating artefacts.

Defence: spells protecting the caster or a subject from arcane energy.

Dimension: spells accessing interworld portals and interdimensionality (see the special note at the bottom of the sidebar).

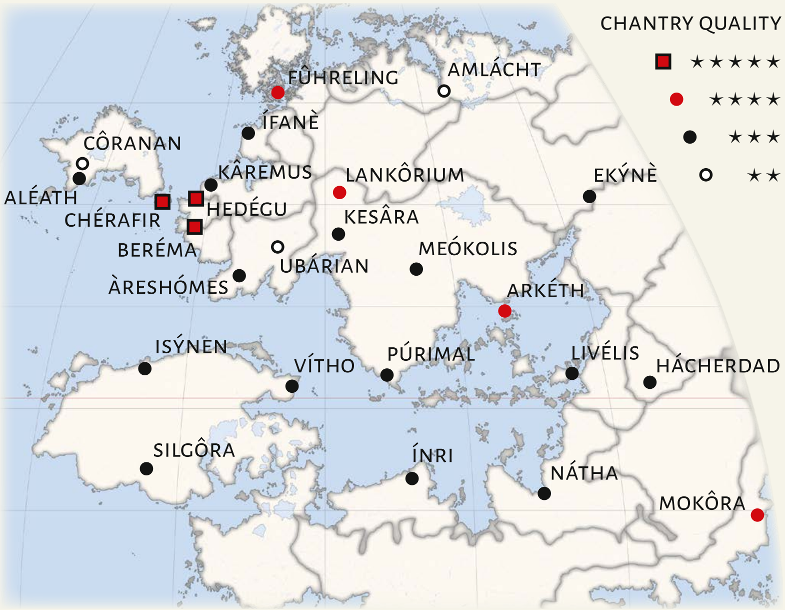
Identity: spells altering dramatically a being's mind or body (such as shapechanging).

Incantation: spells augmenting the casting of other spells or interacting directly with existing effects.

Grey Mages

While any convocational Shek-Pvar may learn Neutral spells, only a Grey Mage can invent them. Even though all spells become Neutral for Grey Mages in terms of learning and casting them, they still categorise invented spells according to the six convocations and Neutral magic.

MAJOR ARCANE LORE CHANTRIES



ELEMENTAL OBJECTS

Grey elemental objects are usually a large pearl or spherical, colourless piece of polished quartz.

SPELL GROUPS

ARTEFACT	
II	Alarm (E)
II	Bane (E)
II	Imbue (E)
III	False Soul (V)
III	Focus (E)
III	Fount (E)
IV	Resurge (E)
IV	Vessel (F)
V	Investment (V)

DEFENCE	
I	Aegis
II	Dispel
II	Distort
III	Counter
V	Reverse
VI	Bubble

DIMENSION	
I	Survey*
V	Gate*
VI	Vortex*

*see below.

IDENTITY	
II	Tap
III	Pool
IV	Converse
IV	Resolve
IV	Well
V	Mask
VI	Personality*

*can be an Artefact-Volition (V) spell, too.

INCANTATION	
I	Absorb
I	Attune
I	Detect
I	Reveal
II	Charge
II	Monitor
II	Ward
III	Trigger
IV	Chain
IV	Sanctum
IV	Subvert

DIMENSION SPELL RESEARCH

Over the centuries, the Shek-Pvar have proceeded with great care when offering assistance to those wishing to learn dimension spells—catastrophic failures in the past have resulted in the literal disappearance of mages. To this end, the *Difficulty (DIF)* of Survey, Gate, and Vortex are doubled for purposes of spell research, after applying the Resources Modifier in step 2 of the Spell Research Routine (page 205). This increase reflects not only the deeper prudence involved in the research itself, but also the higher political or social effort required to gain the initial approval even to undertake it. The increase applies whether the spell is learned during character generation or the campaign.

Example: *a mature Savoryan mage with Pvarism ML84 has three-star Xerium in Hepekeria as a home chantry, which allows optimal access to learn the Gate spell. During character generation, this would cost 14 ARP (CL5 + CD2 = 7 ARP, then doubled).*

ABSORB · I

Incantation

The spell helps mitigate *Arcane Misfire* (Spell Misfire, Talent Misfire, Alchemical Dissolution, and Divinatory Blindness). Casters may target themselves or someone they touch. Absorb lies dormant for duration until the subject's next Arcane Misfire Roll (of any type). Once triggered, Absorb reduces the d100 roll by SI×5 (CS SI×10), with a modified roll of less than 1 resulting in no misfire effect. A naturally rolled 100 still counts as a 100. The spell ends after duration or after mitigating a single misfire (CS after half SI misfires).

Time: 1 round
Range: Self or Touch
Duration: SI hours (CS Indefinite)

AEGIS · I

Defence

Aegis helps protect the caster, or someone touched by the caster, from active arcane energy, such as spells, invocations, and elixirs. Aegis gives a half SI×5 bonus against the next such effect that targets the subject (CS SI×5). Against spells and invocations, the bonus can apply to the subject's Spirit resistance test or to a Shock Roll—whichever makes more sense for the given effect. With elixirs, the bonus applies either to the subject's Imbibing Roll or to Shock Rolls involving applied elixirs.

Aegis ends after the modifier applies once, or at the end of duration. Multiple instances of Aegis may be cast on the same subject, but their effects manifest sequentially, as cast, against consecutive effects.

Time: 3 rounds
Range: Self or Touch
Duration: SI hours

Aegis example*: a mage with Aegis ML63 makes a CS Casting Roll, resulting in a +30 bonus when the mage is targeted by the next instance of active arcane energy. For instance:*

Breath *spell (Odivshe III): the +30 bonus would apply to the mage's Shock Roll resulting from the Area frost impact.*

Eruption *elixir: the +30 bonus would apply to the mage's Shock Roll resulting from the elixir's Area burns.*

Panic *spell (Savorya III): the +30 bonus would apply to the mage's Fear Roll (Will test).*

ALARM · II

Artefact (Enchantment)

The mage follows the Minor or Major Artefact Creation Sequence and enchants an object with Alarm. The enchantment raises an alarm when a designated type of spirit or being is within SI×100 feet of the artefact (CS SI×300). At spellfire the caster specifies the living entity type and one of three alarm styles:

Glow: the artefact glows a designated colour, the intensity of which reflects the entity's proximity. At its brightest, the artefact sheds coloured light in a 5-foot radius.

Ringing: the artefact makes a ringing noise, the loudness of which reflects the entity's proximity. At its greatest, the sound resembles a loud bell.

Vibration: the artefact vibrates silently, the intensity of which reflects the entity's proximity. At its most vigorous, the artefact visibly shakes.

Once alerted and aware for at least one round, an attuned wielder may end the alarm as a free action.

Time: 10 hours
Range: Touch
Duration: Continuous artefact effect

ATTUNE · I

Incantation
Talent Bonus: Sensitivity

The caster forms Indefinite attunement with an arcane artefact (page 208). It can be broken by the mage using the Cancel casting option; through contact loss (Attune CS gives +20 bonus to resist contact loss); or by another character casting Dispel (Neutral II).

Time: 1 round
Range: SI feet in LOS
Duration: Indefinite

BANE · II

Artefact (Enchantment)

Mages may only cast Bane in a Major Artefact with Ego Volition and that is already enchanted with their own casting of the Alarm spell (above). Bane increases weapon impact by 2 against the entity designated by the Alarm spell (CS 3).

Time: 10 hours
Range: Touch
Duration: Continuous artefact effect

BUBBLE · VI

Defence
Talent Bonus: Negation

A spherical zone centred on the caster in a radius of half SI×5 feet automatically disrupts active arcane energy (the same as listed in the Detect spell, page 251). The caster must concentrate throughout duration and may not move. On any turn, the mage may extend the radius of effect to SI×5 feet for a round, but duration is reduced by one round.

No arcane effect may pass through or work within the Bubble, including the caster's. Existing arcane effects of any duration (even Permanent ones) cease until the end of the Bubble, whereupon they resume if any of their own duration remains. If the caster stops concentrating, the spell ends.

Time: 2 rounds
Range: Self
Duration: SI rounds

CHAIN · IV

Incantation

The caster selects up to half SI spells (even multiples of one) to begin casting in a designated order immediately following Chain's successful spellfire (S or CS). The other spells must each have a casting Time no longer than 10 minutes. Another Chain cannot be one of these other spells.

The caster takes the 1-turn Incant action to make a Casting Roll for each spell at its moment in the Chain. There can be no delay between the spellfire of one spell and the spellstart of the next spell in the chain on the next turn.

The resulting fatigue of each casting is noted (including that of Chain)—but none is accrued until the last spell is cast, whereupon the caster suffers all fatigue at once. Failure to cast Chain itself (F or CF) induces immediate casting fatigue, of course, and thus no actual chaining. Aborting or achieving Casting Roll Failure (F) with any chained spell at its point in the sequence does *not* affect the rest of the spells in the chain. However, a Casting Roll CF with a chained spell forces the mage to abort all ensuing chained spells, likely with no, or much reduced, fatigue from them (see Abort, page 200).

Detect–Reveal–Dispel is a commonly chosen chain of spells to cast.

Time: 1 turn
Range: Self
Duration: Until spellfire of all spells

CHARGE · II

Incantation

Throughout casting time the mage touches an attuned artefact with a permanent duration. At spellstart, the caster designates one of the artefact's known *latent* enchantments. A successful Charge replenishes one of its charges, or five points in a Fount (CS double these amounts). Multiple castings of Charge may replenish an enchantment only up to its maximum amount.

When mages select the Maintain casting option, consecutive castings of Charge on the same enchantment have casting times of one minute.

Only a Grey Mage casting Charge may replenish an Earthmaster object. The caster must first establish concurrence. The maximum amount such an object may hold equals the highest result from its random charges dice array. For example, an object usually found with 2d6 charges can hold at most 12.

Time: 10 minutes
Range: Touch
Duration: Instantaneous

CONVERSE · IV

Identity

The caster speaks and understands with *Limited* fluency (page 77) the native language of one targeted person within 10 feet in LOS (CS *Basic* fluency). When the caster speaks, the person hears their own language for duration, while those not targeted hear the caster's. The spell does not affect the subject's mind but rather acts as a translation device.

Time: 1 round
Range: Self
Duration: SI rounds

COUNTER · III

Defence
Talent Bonus: Negation

The caster disrupts a spell being cast by another mage who is using either cant or gesture. If able to perceive this cant or gesture, and not currently taking a multi-round action, the caster makes the Counter casting roll right before the target mage's spellfire. If Counter fails, then casters can still act normally on their next turn. If Counter succeeds, casters must Pass on their next Initiative Rank, as a special recovery.

With a Counter success, the other mage casting the targeted spell continues to its spellfire. If the Counter's success level exceeds the target spell's (break tied successes), the target spell is halted as if the target mage aborted the casting (see Casting Options, page 200).

A mage may cast only once per round Counter, Distort (N-II), or Reverse (N-V).

Time: See above
Range: SI × 10 feet in LOS
Duration: Instantaneous

***Counter example**: a mage with IR40 and Counter ML77 perceives another Pvarist begin spellstart on IR50 with a spell that has a Free Action casting Time. Even though it is IR50, the mage may first cast Counter—a roll of 31 is a Success (S). The target Pvarist then completes spellfire on IR50. This Casting Roll is a Success (S) with a roll of 58, so the Counter fails and the target Pvarist's spell takes effect. Since the Counter failed, the mage can still take a regular action on IR40 (if Counter had succeeded, the mage would have to Pass).*

DETECT · I

Incantation
Talent Bonus: Sensitivity

The caster senses all **arcane energy** within range. There are six types of such energy:

- Active spells
- Active talents
- Artefact enchantments
- Elixirs
- Raw Principle
- Rune Objects

Detect identifies the arcane energy according to the above general categories, but it gives no further details other than their location and source, even if hidden or directly unseen (*there is an elixir and an artefact inside this closed chest*). Detect does not reveal innate arcane power in entities—only whether they are currently affected by arcane energy (*there is an active spell cast on that person standing over there*).

The spell does not detect arcane effects protected with a Ward spell (Neutral II), but the Ward itself would be detected as an active spell and identified as a Ward.

A Detect CS gives the mage +20 bonus to later casting rolls of Attune (Neutral I), Dispel (Neutral II), and Reveal (Neutral I) that target the same source of arcane energy targeted with Detect.

Time: 2 rounds
Range: SI × 5 feet
Duration: Instantaneous

DISPEL · II

Defence
Talent Bonus: Negation

The caster targets a specific source of **arcane energy** that the mage has already successfully targeted with both the Detect (Neutral I) and Reveal (Neutral I) spells. The mage then casts Dispel to end the energy's Temporary or Indefinite effect. Any protecting Ward must first itself be dispelled.

Dispel casting rolls include a penalty according to the type of arcane energy that is targeted:

Active spell: the target spell's Complexity Level ×5 (×10 if it has Indefinite duration).

Active talent: half the Talent Index that invoked the target effect ×5 (×10 if it has Indefinite duration).

Artefact enchantment: the CL of the target enchantment ×10. Active latent enchantments are dispelled as if they were active spells (above).

Elixirs: the elixir's Alchemical Strength (AS) ×5.

Raw Principle: –60.

Rune object: the Runecraft Index of its creator ×5.

Time: 1 minute
Range: SI × 5 feet in LOS
Duration: Instantaneous

DISTORT · II

Defence

The caster inserts warped forces into the casting of another mage who is using either cant or gesture. If able to perceive this cant or gesture, and not currently taking a multi-round action, the caster makes the Distort casting roll right before the target mage's spellfire. Distort casting Time—whether the casting roll succeeds or not—is so brief that casters can still act normally on their next turn.

A successful Distort induces Critical Failure and Misfire in the target spell if the units die of the target spell's *failed* Casting Roll is a 2, 3, 5, 7, 8, or 0 (rather than just the usual 5 or 0).

A CS Distort induces Critical Failure and Misfire on all casting failures of the target spell (F or CF).

A mage may cast only once per round Distort, Counter (N-III), or Reverse (N-V).

Time: See above
Range: SI × 10 feet in LOS
Duration: Instantaneous

FALSE SOUL · III

Artefact (Volition)

The mage follows the Major Artefact Creation Sequence and creates Ego in an object during step 2: Volition (page 257). False Soul imbues the artefact with an Ego of up to SI (CS up to SI+2).

Time: 10 hours
Range: Touch
Duration: Determined by Vessel spell

FOCUS · III

Artefact (Enchantment)

The mage follows either the Minor or Major Artefact Creation Sequence (pages 256–257) to enchant an elemental object. Focus grants any attuned caster an SI bonus to spellcasting in the Primary convocation of the creator (CS: SI+5 bonus). Half the bonus is also applied to both the relative Secondary convocations.

Alternatively, the caster may create a Neutral Focus that affects only Neutral spells. When created by a Grey Mage, a Neutral Focus affects all spells.

Mages must be in direct skin contact to use a Focus. Bonded attunement gives two advantages: the mage always knows the direction and general distance to the Focus; and the mage may re-enchant even a Permanent Focus. This is usually done when SI improves and the mage desires a more powerful Focus.

Time: 10 hours
Range: Touch
Duration: Continuous artefact effect

FOUNT · III

Artefact (Enchantment)

The mage follows the Artefact Creation Sequence (pages 256–257), enchanting an object with Fount as a minor or major artefact. A Fount creates SI×5 points. Anyone attuned and touching the artefact may use the points to pay for fatigue as or after it is accrued (*weariness* fatigue costs double the number of points). The Fount has no effect on *weakness* fatigue.

The enchantment ends when an Indefinite Fount reaches zero points. Mages may cast the Charge spell (Neutral II) to replenish Permanent Founts. They can enchant a major Fount with Resurge (Neutral IV) to have it replenish points on its own.

Time: 10 hours
Range: Touch
Duration: Continuous artefact effect

GATE · V

Dimension
Talent Bonus: Transference

The caster activates a known *fixed* Barasi Point filament by selecting one of two options at spellstart: *Grasp or Capture*. Both take form at spellfire as a hazy ellipse eight feet tall and four feet wide. The Gate hovers one foot off the ground, visible only from the side facing the mage.

Grasp: creatures that fit and step through the Gate are transported to the filament's anchored terminal Barasi Point, arriving at the end of their turn (one creature may pass through per round). Up to half a traveller's own Spirit ML pounds of carried or worn clothing and gear is also transported. The nature and geography of both ends of the filament are usually very similar. A caster who concentrates for a round before stepping through may test **Creativity** *once* as a free action. A success gives the mage a general sense of the terminus geography (CRE CS a brief literal glimpse lasting the free action).

Capture: the mage visualises either a known destination in a physical world where the mage has been before, or any spot in a physical world that corresponds to an astral locale once roamed in the spirit world. The mage imprints this destination onto the filament, a sort of 'hijacking' that unanchors its other end and directs it to seek the visualised location. The process is indirect and slow (see page 398 box). The new terminus Barasi Point will be one located *closest* to the projected destination—but could be *many miles from it*, as chosen by the GM.

Creatures pass through the Gate like the Grasp version, including the limit on gear but with no optional CRE test. Upon arrival, however, a number of *days* have passed according to the success level and the literal d100 result of the Casting Roll:

ROLL	S	CS
70+	d10 days	1 day
30–69	d12 days	d2 days
10–29	d20 days	d4 days
1–9	d30 days	d6 days

After duration of Capture, the filament vanishes *indefinitely*—its Barasi Points are no longer detectable or employable (Gate CS filament vanishes for only d100 days).

Time: 10 minutes
Range: SI feet
Duration: SI rounds

IMBUE · II

Artefact (Enchantment)

The mage follows the Major Artefact Creation Sequence (page 257) and enchants an artefact with an Arcane Talent. The talent's source may be the caster or anyone the caster touches throughout Imbue's casting.

Attuned artefact invokers express the talent's effect using the Talent Index (TI) of the source. TI also equals the TN of any Passive Triggering d10 roll, which works without invocation (page 160 box). An Imbue CS allows invokers to express a CS talent effect, but only if the artefact's foundational Vessel spell was also a CS.

Time: 10 hours
Range: Touch
Duration: Latent artefact effect

INVESTMENT · V

Artefact (Volition)

The mage follows the Major Artefact Creation Sequence and creates Ego in an object during step 2 Volition (page 257). At spellfire casters invest up to SI points of their own Will, with the artefact receiving 3 Ego for each point invested (CS halve invested Will, round down, for same amount of Ego). Investment does not actually reduce the caster's Will; it just measures how much Ego volition a mage can create. Total investment over several artefacts cannot exceed Will score.

The caster may give the artefact a Morality within three points of the mage's own score, and, if Morality is bestowed, may also give it Purpose (page 257).

The caster may cancel Investment in an artefact that has an Indefinite duration. Doing so recovers the invested Will. If all enchantments in an Indefinite artefact are dispelled, then both its Vessel and Investment spells end, restoring the mage's invested Will.

Investment in a Permanent artefact cannot be dispelled, but neither can the mage recover the invested Will.

Any time someone else other than the caster achieves arcane attunement with an invested artefact, the caster must test **Spirit**. A failure means the mage suffers a number of Psyche Stress Levels equal to half the Will invested in the artefact, rounded down (Spirit CF: PSY stress equals the full invested Will, minimum 1).

Time: 5 days (10 hours per day)
Range: Touch
Duration: Determined by Vessel spell

MASK · V

Identity
Talent Bonus: Transmutation

Mask changes the appearance of the caster or, with –20 penalty, a person the caster touches. An unwilling target may resist the effect with a **Spirit** test success level that *ties or exceeds* Mask's.

Select one of two versions at spellstart.

Imaginary: the caster contrives a unique, fictitious appearance. With a Casting Roll Success (S), the caster tests **Creativity** (Mask CS: no CRE test required). Any failure results in an intermittent flaw that might reveal itself to a suspicious viewer who succeeds on an **Awareness** test. The flaw is usually facial, such as inconsistent skin or hair colour, or a subtle ripple or slight droop to a feature.

Duplicated: the spell duplicates the appearance of someone whose True Form the caster has perceived (page 209).

Whether Imaginary or Duplicated, the change in appearance is limited to that of *Folk* (page 363) and to *subtle* changes in height and weight. A Mask with a *substantial* change in stature includes a –20 penalty—and only so long as the Height and Build traits essentially offset. Thus, human to Kuzhai is possible with a –20 penalty; the trade-off between height and weight results in no Strength modification. *Radical* changes in appearance (human and Nadi, Malakta, or Centaurin) are not even possible.

After spellfire, the transformation takes place gradually over 10 minutes.

Time: 1 round
Range: Self or Touch
Duration: Half SI hours

MONITOR · II

Incantation
Talent Bonus: Sensitivity

At spellfire the mage makes a Casting Roll as usual. However, the spell's effect lies dormant until another spell targets the caster. At that instance, Monitor reveals the Convocation, Complexity Level, and general effect of the triggering spell ('*it attempts to read your thoughts*'; or '*you're awash in ethereal fire*'). Monitor lasts SI × 5 days or until activated once (CS Monitor lasts indefinitely, until activated once).

Time: 10 minutes
Range: Self
Duration: SI × 5 days (CS Indefinite)

PERSONALITY · VI

Identity or Artefact (Volition)

The caster moves an artificial or natural personality that inhabits one object or body (the *source*) to a different object or body (the *target*). In doing so, the spell severs the source's Ego/Aura connection to its own object/body and reattaches it to the target object/body. Casters may be a target of their own spell but not a source.

An unwilling source or target may each resist the spell with an **Ego**/**Spirit** test success level that *ties or exceeds* the spell's success level. If resistance fails, or is not given, then the source personality inhabits and controls the target body.

Source: a source object left without a personality is still an object; a source body left without a personality *dies*. Cultures often proscribe such ruinous magic as immoral 'witchcraft'. The caster has the option to delay the source's death for SI hours. If the caster cancels the spell before this time, then the source Ego/Aura reattaches to its object/body.

Target: failing resistance, a target with its own personality loses control of its body to the now inhabiting source personality. Only when the source vacates does the target regain control. If able, the target personality can 'self-exorcise' the source personality from its body through astral travel and Spirit Conflict. Otherwise, it is *mute*—still inhabiting its body and perceiving the world but unable to speak or control its body (without such control, spellcasting and invoking is impossible).

No Target option: the caster may instead remove the source personality from its source object/body *without* reattaching its Ego/Aura to a target object/body.

- An artefact with an artificial source personality so removed loses all enchantments and becomes an object.
- A being with a personality so removed becomes a Shade in the spirit world.
- A spirit with a personality so removed reinhabits its soul in the spirit world. Its soul is then dissolved for d6 days. This is the arcane way to 'exorcise' a spirit from possession of a body.

A natural-personality entity involved in the spell—as caster, source, or target—must test **Will**—failure inflicts 2 (F) or 4 (CF) Psyche Stress Levels.

Time: 10 days (10 hours per day)
Range: Touch
Duration: Instantaneous

PERSONALITY EXAMPLES

Artefact: *a natural personality source is moved into a target object to create a major artefact with Will volition.*

Dalmorvrin: *a Morgathian removes a natural personality from a body to summon the Shadow into its corpse.*

Exorcism: *an unwanted spirit is expelled from a possessed body.*

Golem: *the natural personality of an intelligent and seasoned warrior is moved into a large construct with arms and legs. Though lacking true Melee skill, it wreaks havoc through press attacks and trampling.*

Mindless warrior: *the Ego, low Morality, and bloodthirsty Purpose of a major artefact is moved into the body of a trained warrior. What it lacks in subtlety it makes up for in skill and unshakeable resolve.*

POOL · III

Identity

The total current fatigue of the caster and up to SI other designated participants is distributed throughout the entire group (CS the caster's portion is halved). A participant may be a creature or even a rechargeable Fount, but any unwilling source may test **Ego** or **Spirit** to resist the effect by exceeding Pool's spellfire success level (break ties).

If cast at a distance, duration is Instantaneous. If all participants remain touching, then duration is Indefinite —until touch is broken or one of the participants becomes unconscious.

Time: 1 minute
Range: SI × 5 feet or Touch
Duration: Instantaneous or Indefinite

RESOLVE · IV

Identity

The Will of the caster or a target touched increases by 2 (CS 4). Any skill with Will in its Skill Base receives an ML increase equal to 5 times the increase. The caster may also target a major Ego-artefact, in which case the increase goes to Ego. Resolve cannot be used more than once on the same subject for duration.

Time: 1 round
Range: Self or Touch
Duration: SI hours

RESURGE · IV

Artefact (Enchantment)

The mage follows the Major Artefact Creation Sequence (page 257) and enchants the spell Resurge in an artefact that contains the Fount enchantment (Neutral III). Whenever the Fount's points are reduced, Resurge automatically activates and begins to recover 10 points per hour until the artefact's capacity is reached. The recovery happens whether the artefact is held by or attuned with anyone. Resurge then lies dormant until needed.

Time: 10 hours
Range: Touch
Duration: Continuous artefact effect

REVEAL · I

Incantation

The spell can be targeted at a source of **arcane energy** that the caster has already successfully targeted with the Detect spell (Neutral I). Any protecting Wards must first be dispelled. A successful Reveal gives information according to the target energy (a CS gives more specifics):

Active spell: Convocation, Complexity Level, and general spell effect (CS: precise spell effects—this enables the caster to enter unassisted spell research to learn the spell).

Active talent: the talent's general effect and the Talent Index of the source (CS: the talent's precise effects).

Artefact enchantment: whether each enchantment is continuous or latent; enchantment Convocation and Complexity Level; whether activation requires attunement and/or a key word, or uses charges; (CS: artefact duration, enchantment effects, the exact key word, and current number of charges).

Elixirs: associated principle and Alchemical Strength; this is, by default, enough information to reveal the name—and, thus, effect—of one of the 32 canonical elixirs (CS: Alchemical Strength; elixir effect of a unique elixir).

Raw Principle: Convocation (CS: effects).

Rune object: Power concepts (CS: remaining Fate Points).

Time: 1 minute
Range: SI feet
Duration: Instantaneous

REVERSE · V

Defence

Reverse makes another mage who is casting a spell the target of that very spell. If able to perceive the target mage's cant or gesture, and not currently taking a multi-round action, the caster makes the Reverse roll at the target mage's spellfire. Attempting Reverse requires casters to Pass on their next Initiative Rank.

If the Reverse success level exceeds the target mage's successful casting roll (break ties), the opposing mage becomes the target of the spell's effect. If the target mage's casting roll fails, then a successful Reverse has no effect.

If the target spell has a radius of effect, the spell is centred on the target mage. If it has a cone of effect, it includes the target mage at its start and radiates directly away from the caster of Reverse.

A mage may cast only once per round Reverse, Counter (N-III), or Distort (N-II).

Time: See above
Range: SI × 10 feet in LOS
Duration: Instantaneous

SANCTUM · IV

Incantation

The caster infuses an area with the principle of the caster's convocation, giving it a modifier equal to SI × 2 (CS SI × 3). The space has a maximum volume of SI × 125 cubic feet (equal to SI five-foot cubes). Its nature must reflect the convocational element: an area around a tree, for example, could be a Fyvrian Sanctum. Once cast, a Sanctum prevents other Sanctums from affecting any part of its area for duration or until dispelled.

Spells cast by anyone within the Sanctum are affected by its modifier. The modifier is a bonus or penalty according to how many steps on the Pvaric Wheel the spell's convocation is from Sanctum's:

STEPS AWAY	MODIFIER
Same convocation	Full bonus
One convocation	Half bonus
Two convocations	Half penalty
Three convocations	Full penalty

Neutral spells are unaffected. A Grey mage's Sanctum—created anywhere—grants a Half bonus to all spells cast within it, regardless of convocation.

Time: 10 hours
Range: Touch
Duration: SI × 5 days (CS Indefinite)

SUBVERT · IV

Incantation

The caster targets a major artefact that has Ego (after dispelling any Ward). If Subvert succeeds, the artefact makes an **Ego** test in opposition. For each star loss (break ties), the artefact suffers one level of *Ego Subversion*. If so, its enchantments become dormant, unable to be invoked or take effect (even continuous ones). The artefact makes an **Ego** test at the end of each subsequent turn of the caster's. A success eliminates 1 (S) or 2 (CS) Subversion levels. A CF means it must skip its next test. When Subversion is 0 or less, the spell effect ends.

Time: 1 round
Range: Touch
Duration: Indefinite

SURVEY · I

Dimension

Talent Bonus: Transference

Survey determines the location of the nearest *fixed* gateway or place energy within range (CS half SI nearest ones within SI × 500 feet). Casters may exclude from detection those of which they are already aware. A success also identifies the type, such as *Barasi point*, *godstone*, *lællyn*, or *vortex*.

Survey is sensitive to disruption from nearby arcane energy. Apply the same penalty to the Casting Roll that is applied to Dispel according to the six target categories (page 251). Offset the penalty by five for every five feet the disruptive energy is from the caster at spellfire.

Time: 1 minute
Range: SI × 50 feet (SI × 500 feet)
Duration: Instantaneous

TAP · II

Identity

At spellfire, the mage ignores *windedness* and *weariness* fatigue, including that just accrued from casting Tap. After duration, the mage then regains twice their amounts (CS 150% their amounts, rounded down to nearest five). New Fatigue after spellfire applies normally.

The subject of the spell may instead be a person targeted within range and LOS. Unwilling subjects resist with a **Spirit** test success level exceeding Tap's (break ties).

Time: 1 round
Range: Self or SI × 5 feet in LOS
Duration: SI minutes

TRIGGER · III

Incantation

The mage targets a latent effect spell that has been personally enchanted in an artefact through Vessel (Neutral IV). The caster describes circumstances under which the spell will fire once on its own, such as *at sunset*; or *when the artefact is targeted by other magic*; or *when the door nearest the artefact opens.* The latent spell has its regular success level (step 3, page 256). Trigger ends when it triggers or when it or its target spell is dispelled.

Time: 10 minutes
Range: Touch
Duration: Indefinite

VESSEL · IV

Artefact (Foundation)

The mage casts Vessel to prepare an object for enchantment as either a minor or major artefact. Vessel is not the enchantment but rather the arcane foundation that makes it possible.

Vessel casting time varies according to how the mage acquires the object. See Artefact Creation Sequence, step 1, for further explanation (pages 256–257):

OBJECT	CASTING TIME
Obtained	10 days (10 hours per day)
Crafted in consort	15 days (10 hours per day)
Crafted	20 days (10 hours per day)

The mage spends 10 hours each day incrementally casting Vessel throughout the entire time. The 10 hours on a given day must be fairly consecutive, with no more than a few minutes each hour for breaks; and the total days of casting time must be in a row—any interruption forces the mage to abort Vessel (page 200). The Spellcasting Roll is made at the end of the last day of casting time.

A successful Vessel cast on an *obtained* object creates an Indefinite artefact. On an object *crafted* or *crafted in consort*, the mage may select either an Indefinite or Permanent artefact duration. In all cases, the mage now has bonded attunement with the object and may begin enchanting it with spells. A Vessel CS allows the artefact to receive CS spell enchantments in step 3.

An Indefinite Vessel ends only when its Indefinite enchantments are dispelled.

Time: Varies (see above)
Range: Touch
Duration: Indefinite or Permanent

VORTEX · VI

Dimension
Talent Bonus: Transference

The caster imports to a designated point within range an interdimensional force of pure chaos that seeks out arcane energy. The incorporeal Vortex has a 5-foot diameter (CS 15-foot) and a roaming range anywhere completely within SI×10 feet from its importation point. Whether the Casting Roll succeeds or fails, the mage accrues all fatigue as *weariness*.

At spellfire, and each round thereafter at the end of the caster's turn, the Vortex centres itself on a source of *arcane energy* within its roaming range. These are the same six categories used for the Detect/Reveal/Dispel spells (and listed below).

With several possible targets, select the source randomly. Casters can 'hide' sources on or affecting their person from being targeted by the Vortex for a round by continuing to concentrate after spellfire, or doing so as a 1-round action on any later turn.

Movement to reach a new source is instantaneous at the end of the caster's turn—the Vortex does not actually traverse intervening space but simply appears at the new destination. If there is no source of arcane energy within its roaming range, then it does not move.

Once the Vortex settles on a point, a test is made against a special ML for *all* sources of arcane energy within its radius, not merely the centred source. Compute the special ML for each source according to its type of arcane energy.

Active spell: the target spell's Complexity Level ×5 (×10 if it has an Indefinite or Permanent duration).

Active talent: half the Talent Index that invoked the target effect ×5 (×10 if it has Indefinite duration).

Artefact enchantment: the CL of the target enchantment ×10. Active latent enchantments are affected as if they were active spells (above).

Elixirs: the elixir's current Alchemical Strength (AS) ×5.

Raw Principle: ML60.

Rune object: the Runecraft SI of its creator ×5.

An arcane source whose test fails is dispelled for d20 rounds (F) or d20 hours (CF). With success, the source is immune to the Vortex's effect for one round (CS caster also suffers PSY1 stress). Ward spells must be dispelled first before their protected arcane energy can be dispelled, as usual (see Ward spell, below).

There is no limit to the number of sources the Vortex may affect each round. It grows 5 feet in radius each turn it dispels one or more arcane energy sources, up to a maximum size equal to its roaming range.

Time: 1 minute
Range: SI×5 feet in LOS
Duration: SI rounds

WARD · II

Incantation

The mage places a Ward on one source of arcane energy—an active spell or talent, a specific artefact enchantment, an elixir, or a rune object. Because Ward has a 10 minute casting time, some sources might not last long enough to receive a Ward.

A Ward has a Ward Level (WL) of half SI (CS +2). The spells Detect, Dispel, and Reveal have no effect on the protected source until the Ward is dispelled. The WL serves in place of CL when Ward itself resists a Dispel (Neutral II). That is, as an active Indefinite spell, Ward imparts a dispel penalty equal to WL×10.

Wards have an Indefinite duration—until dispelled or until a Ward with a higher WL is cast on the same source as one with a lower WL. A Ward on an active spell or talent also ends when the spell or talent ends.

Time: 10 minutes
Range: Touch
Duration: Indefinite

WELL · IV

Identity

The caster designates up to SI creatures within range. Each target tests **Spirit** to resist accruing windedness fatigue (CS –20 penalty):

	TARGET SPIRIT TEST
CF	Target accrues 20 windedness fatigue.
F	Target accrues 10 windedness fatigue.
S	Target accrues 5 windedness fatigue if the d100 Spirit roll is less than Well's d100 roll.
CS	No effect.

Spellfire CS also reduces an amount of the caster's own windedness fatigue equal to half the total inflicted on all targets.

Time: 2 rounds
Range: SI×5 feet
Duration: Instantaneous

MINOR ARTEFACT CREATION SEQUENCE

Mages follow these steps to create an artefact that has one enchantment and weighs no more than half the mage's Spirit ML in pounds.

❶ OBJECT

The mage acquires the object to enchant: it can be obtained, crafted in consort, or crafted. The object must have at least a one-star quality.

OBTAINED

Before the creation sequence the mage acquires an object already made by a crafter. This character's craft Success Value test determines the object's star quality (page 61).

CRAFTED IN CONSORT

The mage uses an object made simultaneously by a crafter during the casting of Vessel in step 2 (below). The mage and crafter must both remain within 10 feet of the object throughout both the casting of Vessel and the crafting of the object. The crafter's Success Value test determines the object's quality.

CRAFTED

The mage personally crafts the object while casting Vessel in step 2. The mage's craft Success Value test determines its quality.

❷ VESSEL

The mage casts the Vessel spell (Neutral IV) in order to prepare the object for enchantment. If successful, proceed to step 3; otherwise, the mage must repeat the casting.

Crafting: on a failed casting, a crafted or crafted-in-consort object can only be used as an obtained object in a recasting.

ARTEFACT DURATION

If the object was obtained, then a successful Vessel casting creates an *Indefinite* artefact. If the object was crafted or crafted in consort, then a success allows the mage to select at spellfire whether it is an *Indefinite* or *Permanent* artefact (see step 6).

BONDED ATTUNEMENT

A mage who successfully casts Vessel gains bonded attunement with the object (page 208), no matter how it is crafted.

❸ ENCHANTMENT

While touching the object, the mage casts **one spell** using the Spellcasting Routine. Add two special modifiers to the test:

OBJECT ELEMENT

Apply an Object Element modifier (page 201 sidebar), derived from the Convocation Affinity (pages 195) between the *spell* and the *object*. Neutral spells have a 0 modifier with all objects.

P +0	**S** –10	**N** –15	**T** –20	**D** –30

OBJECT QUALITY

Apply a modifier derived from the Star Quality of the object, as determined in step 1. Include an additional –10 penalty if the object was *obtained*; or –5 penalty if *crafted in consort*:

☆5 +10	☆4 +5	☆3 0	☆2 –10	☆1 –20

A spell successfully cast on the object becomes an *enchantment*. With a failure, the mage must repeat the casting until successful.

If the mage achieved a CS when casting the spell, the usual enhanced effects apply only if the foundational Vessel spell in step 2 was also a CS. Otherwise, the enchantment is based upon the spell effects of a success (S).

❹ EFFECT

The enchantment has either a *continuous* or a *latent* effect.

CONTINUOUS EFFECT

An enchantment with the phrase *Continuous artefact effect* in the Duration section of its spell description is always active. Some enchantments might also require the user's attunement (page 208).

LATENT EFFECT

All other enchantments have a latent effect. They require *invocation* by the user to take effect.

Charges: the artefact carries 1 charge of the latent enchantment. The mage may increase this amount up to Spell Index × 3 maximum charges, but installing Spell Index amount of charges takes *20 days* (obtained object); *15 days* (crafted in consort); or *10 days* (crafted). There is no test to install the charges—the mage simply spends the time doing so before proceeding to step 5.

❺ INVOCATION

The mage decides how a *latent effect* is activated. Such activation is called *artefact invocation* (and the person doing so is the invoker).

ATTUNEMENT

The mage can decide that the invoker must first establish artefact *attunement* before invocation is possible.

KEY WORD & TRIGGERS

If the mage decides not to require attunement, then Minor artefact invocation relies on a *key word*, a special utterance invented by the mage that the invoker speaks aloud.

In either case, while touching the object, an invoker not suffering from Aural Shock simply takes a 1-turn action to activate the enchantment at the success level determined in step 3. There is no test and no fatigue accrual. Invocation expends one charge.

❻ DURATION

The artefact duration established in step 2 implies the following:

INDEFINITE ARTEFACT

Dispel: whether continuous or latent, the enchantment can be dispelled. If so, the Vessel spell ends.

Charges: after the last charge is expended, the Vessel spell ends once the resulting latent effect is over.

Cancel: the mage may cancel the enchantment (page 200). The Vessel spell remains, and the mage may enchant it with any spell as an obtained object, starting at step 3.

PERMANENT ARTEFACT

Dispel: the enchantment cannot be dispelled from the artefact, but an active, latent effect—if it lasts long enough—could be dispelled until invoked again.

Charges: any mage can cast the Charge spell (Neutral II) to recharge a latent enchantment in a permanent artefact.

❼ INCANTATIONS

The mage may place a Trigger (Neutral III) and/or a Ward (Neutral II) on the enchantment. These spells are not enchantments but rather incantations placed on enchantments. Triggers and Wards have Indefinite durations; the mage can cast, cancel, and recast them—and others may attempt to dispel them—at any time.

MAJOR ARTEFACT CREATION SEQUENCE

Mages follow these steps to create an artefact that has two or more enchantments and weighs no more than half the mage's Spirit ML in pounds.

❶ OBJECT

Same as for minor artefacts (step 1, page 256).

❷ VESSEL

Same as for minor artefacts (step 2). Once Vessel is successfully cast, the mage then gives the object *volition*.

VOLITION

Volition comes in the form of either *Ego* (artificial personality) or *Will* (natural personality). The mage casts one of three spells to give the object volition, recasting until successful:

FALSE SOUL (NEUTRAL III)

The mage gives the artefact an Ego of up to False Soul SI (CS up to SI + 2). Ego is the only Personality characteristic the artefact has.

INVESTMENT (NEUTRAL V)

The artefact gets 3 Ego for every 1 Will the mage invests. Mages may give the artefact a Morality within 3 points of theirs. If given Morality, it may also be given Purpose (sidebar).

PERSONALITY (NEUTRAL VI)

The object receives all the Personality scores and traits of the spell's entity source, including its Ego or Will (as applicable), as well as its Morality and Purpose (if it has them).

……

Complete steps 3–4 for each enchantment before moving to step 5.

❸ ENCHANTMENTS

Same as for minor artefacts (step 3), plus:

VOLITION COST

Each enchantment requires an amount of Volition equal to the enchantment spell's Complexity Level (CL). The total CL of all the enchantments cannot exceed the artefact's Volition, which equals either Ego or Will, as determined in step 2.

❹ EFFECT

Same as for MINOR ARTEFACTS (step 4), except:

Charges: a major artefact carries *no charges*. The artefact's Volition powers the effect of all its latent enchantments.

❺ INVOCATION

Latent enchantments of major artefacts always require invokers first to establish arcane attunement (page 208). Key word invocation is not an option. When touching the artefact, the attuned may then invoke a latent enchantment by taking a 1-turn action to test SPIRIT.

Volition: adjust EML by the artefact's Ego or Will secondary modifier.

MAJOR ARTEFACT INVOCATION ROLL

	INVOKER SPIRIT + VOLITION SECONDARY MODIFIER TEST	FATIGUE
CF	Invocation fails. Invoker suffers a number of Aural Shock levels equal to half the artefact's Volition.	10
F	Invocation fails.	5
S	Invocation succeeds.	5
CS	Invocation succeeds.	0

If invoked, the enchantment has the success level as determined in step 3. The invoker accrues fatigue as windedness (page 176).

❻ DURATION

The artefact duration established in step 2 implies the following:

INDEFINITE ARTEFACT

Dispel: both continuous and latent enchantments can be dispelled, but each must be targeted separately. The foundational Vessel spell ends only when the last enchantment is dispelled.

Cancel: the mage may *cancel* any enchantment and re-enchant it with another spell (step 3). The Vessel and volition spells remain, and the mage may enchant the artefact with any spell as an obtained object, starting at step 3.

PERMANENT ARTEFACT

Dispel: enchantments cannot be dispelled, but their active, latent effects—if long enough—could be dispelled until invoked again.

❼ INCANTATIONS

Same as for minor artefacts (step 7) except each enchantment must be targeted separately with its own Trigger and/or Ward.

MORALITY & PURPOSE

Some major artefacts have Morality and Purpose. Those created with the *Personality* spell automatically have the Morality and Purpose of the source personality. Those created with the *Investment* spell might have them, as decided by the caster:

INVESTED MORALITY

- The artefact's Morality must be within 3 points of the Morality of the mage who created it. A mage with MOR14 who gives an artefact Morality could instill a score from 11 to 17.
- An artefact with Morality risks inducing an *Antipathetic Reaction* (page 208) in an attuner who has Morality at least 6 points different from the artefact's.

INVESTED PURPOSE

- The artefact must have Morality in order to have Purpose.
- A mage giving an artefact Purpose must fully describe it in step 2 before casting the enchantments in step 3.
- Purpose could be just a single word (*vengeful*), similar to the adjectives used to describe sunsign traits—or even simply be a sunsign trait (*reckless*). It could be a slogan or full phrase (*defend the honour of the clan*; *spread the gospel of Ilvir*), or something more detailed.
- The lower the artefact's Ego or Will, the simpler the Purpose. With a Volition of 10 or greater, the artefact's Purpose could be as intricate as a player character's. See the description of the major artefact *Ilpylen Reaver* for an example (page 258).
- Artefacts with Purpose might be able to 'inflict' attunement on someone who touches it (see *Forced Attunement*, page 209).
- An artefact with Purpose can initiate *Artefact Domination* against an attuned person in contact with it (page 209). This occurs when the person's actions clash with the artefact's Purpose. Characters have some control over triggering this—and even resisting it when it does occur. However, failing to do so inflicts Psyche Stress, which can intensify throughout a long-term struggle against the artefact's Purpose.

ARTEFACT CREATION EXAMPLES

BRÔVIN'S FOUNT

The Savoryan mage Brovin wishes to enchant an object with Fount (Neutral III). He obtains a finely made headband from a local clothier. Although expensive (80d), the silk wrap is exceptionally crafted to four stars, determined by a Success Value test against the crafter's ML81 (SI8 + 0 = SV8).

Brovin takes 10 days to cast the Vessel spell since the object was obtained. He has Vessel ML72 and no modifiers. The Spellcasting Roll is 03 (S), so he accrues 10 fatigue from this CL IV spell, although he quickly recovers from it. Brovin has completed steps 1–2 and has bonded attunement with the headband, an Indefinite minor artefact.

ENCHANTMENT

Proceeding to step 3 on day 11, Brovin spends 10 hours enchanting the headband with the Fount spell (Neutral III). His Fount ML74 is adjusted by a zero object element modifier (Neutral spell cast on any object); and a net –5 penalty from object quality (+5 as four-star object; –10 from obtained). Against a final EML69, the Spellcasting Roll is 70 (CF). This results in 15 fatigue and Spell Misfire: a d100 roll of 38 brings about Distortion. Brovin suffers PSY 1 and warpage to Aura-based tests. He decides to hold off on recasting Fount until he recovers from the stress (he also rolled an Angry psyche trait!). The first Will recovery test takes place d6 days later: four days. His Will ML70 test is 49 (S), so he overcomes the PSY 1 and distortion warpage. He also had long recovered from the 15 windedness fatigue.

Returning to the artefact creation on day 16, Brovin spends 10 hours to recast Fount and rolls 19 (S). He accrues 5 fatigue and enchants the headband with Fount.

EFFECT & DURATION

As noted in its spell description, Fount is a continuous effect and requires attunement to access its 35 points (Fount SI7 × 5). As its creator, Brovin has bonded attunement, so he may immediately begin spending the points to replace *windedness* fatigue (or *weariness* fatigue at twice the cost).

As an Indefinite minor artefact, Brovin's headband Fount becomes unenchanted when its last point has been used. With an Indefinite duration, the artefact can be dispelled but cannot be recharged. Its 16 days to make was fairly quick, even including the four days of Psyche Stress Recovery. For now, Brovin places no Ward on the Fount enchantment.

ILPÝLEN REAVER

A Jmorvian mage-priest of Agrik named Laena was commissioned over two hundred years ago to construct a holy sword for an upcoming Feast of Balefire. The weapon would be awarded to the winner of the most prestigious gladiatorial combat of the festival's Pamesani Games.

Laena crafts herself the bastard sword used for the major artefact. The 160 hours required to forge the weapon are subsumed within the 20 days to cast Vessel. Laena has a Weaponcraft ML70 with a +25 bonus from the Secondary Modifiers. The d100 roll is 14, a success giving an SV7 (three-star quality). Using the five-star workshop at her temple-fortress, the SV7 allows three d10 Masterwork Rolls against TN5. Results of 5, 3,and 1 give the sword WQ +2 and Impact +1.

Laena has Vessel spell ML70 and rolls 65 (CS). This allows the artefact to receive CS Spellcasting Rolls for the enchantments later in step 3. Fatigue accrual is ignored in this example (Brôvin's Fount demonstrates how easily spellcasting fatigue is mitigated during the long creation process).

Laena installs Volition in the sword by spending five days to cast Investment. She invests five Will to give the sword an Ego 15. Against Investment EML68, the casting roll is 40 (CS). This reduces her WIL-investment to two. She decides to give the enchantment a Permanent duration and the sword a MOR6 (Unscrupulous), within three of her MOR9. With much guidance from the temple High Priest, the sword is named Ilpylen Reaver and given a Purpose:

Bellicose*: to make war with all who oppose Agrik, the Immortal Warlord of Balgashang; to seek glory in the arena; to destroy Ivashu.*

ENCHANTMENTS

On day 26, Laena begins steps 3–4 with five enchantments. Their total Complexity Levels (CL) cannot exceed the sword's Ego 15.

Anvil (CL3): a +0 object element modifier and her +7 Jmorvi focus increase her ML89 to EML96 (maximum EML95). She takes 10 hours to cast and a 35 is rolled (CS), enchanting Reaver with +3 impact continuous effect (page 220).

Charm (CL3): against an identical EML95, the first casting is 59 (S). However, since her CS Vessel allows for CS enchantments, she Cancels this spellcasting and tries again. Two days later she achieves the CS she wants. With an SI8, Laena applies the bonus effect that gives the sword a +15 bonus (page 221), another continuous effect. Thus ends day 29.

Alarm (CL2): with no object element modifier from the Neutral spell, the casting is against her ML72. On the third attempt, she rolls 80 (CF) and suffers a Distortion spell misfire. While recovering from the accompanying PSY 1, she acquires a permanent Hallucinatory psyche trait. After taking 12 days to recover, she returns to casting and finally rolls 36 (S) and decides to accept it on day 46. As a continuous effect, the sword emits a fiery glow when Ivashu come within 700 feet.

Bane (CL2): this Neutral spell proves to be almost as troublesome to cast as Alarm. After 8 days (and a Minor Principle Leak that left her in Aural Shock for a day), Laena settles on a success (S), enchanting the sword with a continuous +2 impact against Ivashu (day 54).

Gauntlet (CL5): the last enchantment is the Peleahn spell Gauntlet from one of her Secondary convocations. She has ML73 and a +3 bonus from her Jmorvi Focus. The SI7 bonus effect of Gauntlet allows its casting on a metal object for a –10 penalty. This brings the EML to 66. With Agrik looking on favourably—again—the casting roll is 45 (CS) on day 55. When activated, the latent ethereal fire effect will have 7 points (page 228).

EFFECT & DURATION

The first four enchantments all have a continuous effect; Gauntlet requires arcane attunement and a Spirit test by the user to invoke. The sword has a Volition Secondary Modifier of +10 from its Ego 15 (ML75). This applies as a penalty to Attunement Spirit tests but a bonus to Invocation Spirit tests. Attuners with a Morality 12 or higher also suffer Antipathetic Reaction.

As a Permanent major artefact, *Reaver* will never lose its enchantments, unless the weapon is itself destroyed. A Dispel might work when cast against the Indefinite *spell effect* of a successfully invoked Gauntlet.

The *Ilpylen Reaver* receives a full description and summary of characteristics in Chapter 4: Possessions (page 128).

Arcane Talents

Some entities possess innate magic powers called arcane talents. While similar to spellcasters in their ability to channel magic forces, talent-users have inherited their conduit rather than created it through study. Moreover, a talent's expression, once developed with practice, comes more easily—its magic requires no convocational attunement, cant or gesture; and is slightly less taxing. Pvarists believe some arcane talents function as a ready-made Form, with the user naturally able to summon Principle to create the effect. While their source is not fully understood, talents are detected and dispelled similarly to spells.

Talent Invocation Routine

Calling forth an Arcane talent is called invocation. While all have an Aura • Will Skill Base, each talent is a skill with its own Mastery Level, referred to below as Talent ML. Some entities with just middling Auras could, remarkably, still have weak talent-use, perhaps the inherited vestige of a once-strong, but now waning, arcane legacy.

Follow these four steps to invoke an arcane talent:

[1] Talentstart: with the Incant action, the character selects the talent and begins invocation. The user must maintain concentration (page 182) throughout the invocation Time until the Invocation Roll is made.

Invocation Options: an invoker may abort or cancel an invocation just like a spellcaster (page 200, step 1.2). All references there to 'spells' and 'casting' instead apply to talents and invocation.

[2] Invocation Modifiers: Invocation tests Talent ML. Apply the following modifiers:

Loud Noise: invokers distracted by nearby noise, such as shouting or melee, suffer –10 penalty.

Trauma: fatigue penalty always modifies the test. Impairment that usually affects spell Casting Rolls (page 201) does *not* penalise it—only Grievous skull injuries prevent invocation altogether.

Place: arcane energies infusing a place might give an invocation bonus, like with spellcasting (page 201 sidebar). If so, it will be clearly stated.

Cant: invocation is inherently silent and still—there are no cant or gesture modifiers to talent-use.

[3] Invocation Roll: at the end of invocation Time, the character takes a 1-turn Incant action to make the Invocation Roll—a test of **Talent** EML on the table in the sidebar. The sequencing within a combat round follows the same procedure as that for spellcasting (page 202 sidebar).

Critical Failure: a CF means the invocation fails and results in fatigue accrual and Talent Misfire (page 260).

Critical Success: a CS means the invocation succeeds with no fatigue loss. Accompanying durations are tripled, unless otherwise noted. The talent description may include additional special effects from a CS.

[4] Fatigue: the success level of the Invocation Roll determines the amount of windedness fatigue accrued. Given the inherent nature of talents, characters become slightly less winded from critically failed invoking than from similarly failed spellcasting. However, the Aural Shock from misfire also inflicts weakness fatigue (page 190).

TALENT DORMANCY

Arcane talents lie dormant throughout much of a character's childhood, only manifesting as brief psychic episodes that reflect their general nature: Sensitivity emerges as chills and shivers; Medium-sight comes as vivid nightmares. Each such episode might unconsciously increase the character's Mastery Level, until, upon exceeding ML19, the character finally becomes fully aware of the talent and consciously able to invoke it.

As noted in CHAPTER 2: CHARACTER, this period of dormancy will have likely already ended by the start of the campaign. However, depending on Age Group and the random roll determining the talent, a character might have a starting ML less than 20. In such a case, the player roleplays its slow revelation over the course of the campaign. Tests of a dormant talent, whether successful or not, represent sudden or random episodes that may lead to skill development and the character's eventual control of it once ML20 is reached.

INVOCATION ROLL

Make the Talent test on the following table. If successful, consult the talent's specific entry for its effect. Also see the Talent Format section on the following page for more details.

	TALENT TEST	FATIGUE
CF0	**TALENT MISFIRE**: Form fails to contain summoned Principle. Result is Talent Misfire (page 260).	10
CF5	**TALENT MISFIRE**: Form suffers Principle leak, inflicting Aural Shock 1 from Minor Talent Rupture.	5
F	**CONDUIT FAILS**: the Talent does not take effect.	5
S	**TALENT INVOKED**: the Talent takes effect.	5
CS	**IDEAL INVOCATION**: the Talent arises, usually with triple duration and maximum effect. See specific CS effects in each description.	0

Invocation Example: *Elben has Aura Elemental Bolt ML75. He stands knee-deep in a ford, facing strangely dark, turbulent waters which he suspects to be a Sheor, a water elemental. As noted in its entry (page 261), Aura bolt requires only a free action of invocation Time, so Elben makes the Invocation Roll on this very same turn (free action Time talentstart followed immediately by 1-turn Incant action to invoke). Distracted by a –10 penalty from the terrified shouts of his friends, the roll is 67 (EML65,) a Failure that inflicts Elben with 5 fatigue. He will try again next turn...*

TALENT MISFIRE

A CF0 Invocation Roll requires an immediate d100 roll on the Talent Misfire Table.

D100	TALENT MISFIRE
01–50	**MINOR RUPTURE**: the conduit to the talent is severed, inflicting Aural Shock 1 on the invoker (page 190).
51–85	**SERIOUS RUPTURE**: same as 01–50, but the rupture inflicts Aural Shock 3.
86–00	**GRIEVOUS RUPTURE**: same as 01–50, but the rupture inflicts Aural Shock 5.

Crucial Talent Misfire: a Talent Misfire Roll ending in a 5 or 0 is a Crucial Misfire. In addition to suffering the effect of the Talent Misfire roll, the invoker endures the talent's idiosyncratic Crucial Misfire effect listed in its entry.

TRUE SIGHT

Seven arcane talents enable True Sight—the ability to perceive a being's True Form:

TRUE SIGHT			
CLAIRVOYANCE	PAGE 261	PSYCHOMETRY	PAGE 263
ENTHRAL	PAGE 261	TELEPATHY	PAGE 264
HEX	PAGE 262	VISNOMY	PAGE 264
PRESCIENCE	PAGE 263		

A character with one of these talents may make a special Invocation Roll (1-round invocation Time) at a target within Talent Index ×5 feet and LOS. A success reveals the target's True Form to the invoker. Effects that conceal a target's True Form (page 209 sidebar) prevent True Sight.

The Visnomy talent already reveals True Form as part of its regular use, but with half the range. Its invokers may also make the above True Sight test.

TALENT FORMAT

NAME

The talent's general name. Some cultures employ unique names—*Bewitch* instead of Enthral, for instance.

SPECIAL NOTES

Some talents include italicised notes:

Passive Triggering: certain situations trigger an automatic d10 roll against the Talent's Index. The GM usually makes this roll secretly, informing the player of a success, which triggers an effect of the talent without an actual invocation.

True Sight: some talents grant the invoker the ability to perceive the target's True Form—see above; and page 209 sidebar.

TIME

How long the character must concentrate to invoke the talent. A Free action Time means talentstart and talentfire may occur on the same IR as the subsequent 1-turn Incant action.

RANGE

The maximum distance between the invoker and the target point of the talent.

LOS means the point must also be in the caster's unobstructed line of sight.

Talent Index: Range, Duration, and other effects are often a factor of the talent's *Index*. This is abbreviated as TI, similar to how Spell Index is given as SI.

ENTHRAL

True Sight

The invoker tests Enthral against a target within LOS and range. If successful, the target may resist with a **Spirit** test (break ties). Each victory step for Enthral leaves the target Stunned for one round, counted from the end of the invoker's turn. For duration, the invoker also raises by one Success Level any persuasion test the invoker makes against the target, who suffers all the usual effects of being Stunned (page 169) except for receiving a Shock Roll to overcome it. At the end of duration, the Stunned state is removed from the target, although any more serious state suffered during Enthral is recovered from normally. For example, an Enthralled target who becomes Stunned from a different source is now Incapacitated, a state which is not helped simply by the end of Enthral.

CRUCIAL MISFIRE: Invoker Stunned (HP 1 minute • HR5).

Time: Free action
Range: Half TI × 5 feet in LOS
Duration: 1 round per victory step

TALENT COMPLEXITY

Talents do not have a Complexity Level. For purposes of Dispel (Neutral II) and the like, *half Talent Index* functions the same way that a spell's CL does.

DESCRIPTION

A guide to what happens when the talent is successfully invoked. Any special effect resulting from a Critical Success (CS)—in addition to the default of avoiding fatigue accrual and tripling duration—is listed in parenthesis.

CRUCIAL MISFIRE

A description of what happens when the invoker suffers a Crucial Misfire. Some include an Indefinite condition, like 'Stunned' in this example. After each given Healing Period (HP), test **HB × HR** on the EXPOSURE HEALING ROLL table (page 185). When HR rises to 6, the condition is removed.

DURATION

How long the talent lasts: Instantaneous, Temporary, Indefinite, or Permanent (as for spells, page 212). It might also be a unique formula, such as that shown here for Enthral.

BESTIARY TALENTS

Entities in the Bestiary chapter with Talents express them using the same rules enumerated throughout this section.

AMPLIFICATION

Once per round on *any* IR, conscious invokers can increase one time the Index of a spell or talent by 2 (CS 3). They can amplify their own incantations; that of another incanter whom they touch at spell- or talentfire; or any known spell or talent already in effect within range.

CRUCIAL MISFIRE: WIL Recovery Rolls from the Aural Shock have –20 penalty.

Time: See above
Range: TI × 5 feet
Duration: Instantaneous

CLAIRVOYANCE

True Sight

The invoker shifts perspective to a remote point in the physical world. One of two versions must be declared at talentstart:

Location (1 round): the invoker shifts the point of visual perception up to TI × 50 feet away (LOS not required). At the new point, the invoker may look around in any direction. A CS includes hearing and smelling perceptions.

Being (10 minutes): the invoker targets a being whose True Form the invoker has already perceived. A success gives the invoker a hazy TI × 5-foot diameter vision around the target. At the start of each turn, make a d10 roll against a TN equal to Clairvoyance TI (CS +2). Success allows the mage to see clearly that round.

CRUCIAL MISFIRE: Invoker suffers physical blindness (HP 10 minutes • HR5).

Time: varies (see above)
Range: Self
Duration: TI rounds

DISEMBODIMENT

With success invokers inhabit their active soul in the spirit world (page 293), leaving their body prone and inert (CS duration is not tripled, but all Spirit Action tests receive +10 bonus). A Reembodiment Roll is made after duration (page 298).

CRUCIAL MISFIRE: Invoker is Incapacitated (HP 10 minutes • HR5).

Time: 10 minutes
Range: Self
Duration: TI rounds

ELEMENTAL BOLT

The invoker projects a mundane amount of one of the six elemental principles. The specific element corresponds to the character's highest Sunsign modifier. If two have the same modifier, then determine the element randomly between the two. The user may then only ever manifest this one kind of bolt.

Upon a successful invocation, the bolt automatically strikes its target (no defence). For bolts that strike a location, the caster freely chooses the zone but rolls d10 to determine the precise location.

Earth: a 3-inch diameter stone strikes a single target within range. The target suffers d4+TI Blunt impact to one location (CS +5 impact).

Metal: a narrow 3-inch bolt of iron shoots out and strikes a single target within range. The target suffers d4+TI Point impact to one location (CS +5 impact).

Fire: a narrow 1-foot bolt of fire streaks out to range and strikes a single target, who suffers d4+TI Fire impact to one location (CS +5 impact).

Air: a 5-foot wide gust of wind bursts out to range in a chosen direction. Each creature in its path makes a Press Roll to resist the air burst, which has a STR equal to TI × 3. Roll once and oppose it by each target's own Press Roll (page 106).

Aura: one target within range makes an opposed test of **Spirit** against the invocation's success level. For each step-loss star, a being or astral suffers Aural Shock 1 (an astral must also make a Reembodiment Roll) or a spirit suffers d6 days of dissolution. In order to affect astrals and incorporeal spirits, the invoker must be able to perceive the spirit world—see the explanation given in the Aural Blast spell (page 238).

Cold: a narrow 1-foot-long bolt of ice strikes a single target within range. The target suffers d4+TI frost impact to one location (CS +5 impact).

Throughout the rules, these various Talents are identified by their type followed by the word 'bolt'—Fire Bolt, Air Bolt, and so forth.

CRUCIAL MISFIRE: Effect applies to user.

Time: Free action
Range: TI × 10 feet in LOS
Duration: Instantaneous

ENTHRAL

True Sight

The invoker tests Enthral against a target within LOS and range. If successful, the target may resist with a **Spirit** test (break ties). Each victory step for Enthral leaves the target Stunned for one round, counted from the end of the invoker's turn. For duration, the invoker also raises by one Success Level any persuasion test the invoker makes against the target, who suffers all the usual effects of being Stunned (page 169) except for receiving a Shock Roll to overcome it. At the end of duration, the Stunned state is removed from the target, although any more serious state suffered during Enthral is recovered from normally. For example, an Enthralled target who becomes Stunned from a different source is now Incapacitated, a state which is not helped simply by the end of Enthral.

CRUCIAL MISFIRE: Invoker Stunned (HP 1 minute • HR5).

Time: Free action
Range: Half TI × 5 feet in LOS
Duration: 1 round per victory step

EXTRATEMPORALITY

With a successful invocation, the invoker briefly steps out of time, momentarily 'freezing' the surrounding environment. The mage immediately receives a second action on the same IR as the invocation. Everyone must Ignore the invoker's action. With CS, the invoker receives +1 success level to Awareness tests for TI rounds, even after the time-stop ceases.

CRUCIAL MISFIRE: Invoker Incapacitated (HP 1 minute • HR5).

Time: Free action
Range: Self
Duration: 1 round

HEALING

With each test of Healing, invokers either target themselves or a touched creature and then select one of four actions at talentstart:

Diagnose: the invoker understands all a creature's physical trauma and receives +20 (CS +30) bonus to all subsequent Treatment Rolls of them.

Heal: one designated physical trauma receives +20 bonus to all of its Healing, Course, or Advance Rolls (CS +30). The invocation affects the same trauma only once but applies whether cast before or after mundane treatment. Only the highest similar bonus applies among several arcane sources (see Arcane Recovery, page 213 and its sidebar).

Invigorate: a success removes TI × 5 fatigue—apply first to windedness and then, with any remaining points, to weariness (there is no effect on weakness fatigue). This excludes the fatigue accrued from the invocation if mages cast it on themselves. A CS also grants +2 bonus to END SR associated with fatigue accrual and recovery for the next TI days.

Stem: a success immediately stops bleeding in one injury—no Blood Loss Rolls required (CS two injuries).

CRUCIAL MISFIRE: Invoker accrues 20 weariness fatigue.

Time: Free action
Range: Self or Touch
Duration: Instantaneous

HEX

True Sight

The invoker gives the 'evil eye' to a single person. The invoker declares one of two versions of Hex at talentstart.

Close (Free action): target a person within half TI × 5 feet and LOS.

Far (10 minutes): target a person within Index leagues whose True Form the invoker has perceived.

The target resists the Hex with a higher **Spirit** test success level (break ties). If Hex succeeds, the target must include with every test throughout duration a d10 roll against a TN equal to Hex Index (CS +2). A d10 *success* reduces the accompanying test's success level by one—the curse of bad luck. If the invoker has a part of the victim (*a lock of hair*), increase the TN by 1.

CRUCIAL MISFIRE: WIL Recovery Rolls from the Aural Shock have –20 penalty.

Time: Varies (see above)
Range: Varies (see above)
Duration: 1 hour (CS 1 day)

MEDIUM

Passive Triggering

The GM makes a *passive* d10 roll against Medium Index when a medium in the physical world simply comes within TI × 5 feet of an active soul in the spirit world (one attempt per day per entity). The roll has –1 penalty for each point of Aura below 13 the active soul has. A d10 success gives the medium a vague notion of the nearby spirit presence. No fatigue is accrued, and failure has no effect.

Invokers may also *actively* make a Medium test after a 10-minute 'seance'. A success switches their perspective to the spirit world while still inhabiting their physical world body. Mediums may then take the Spirit Sensing, Communing, and Conflict actions in the immediate astral locale (page 293). Throughout the invocation's duration, they may also converse haltingly with those in the physical world near them, and may even test Awareness with –40 penalty.

CRUCIAL MISFIRE: A hostile shade enters Spirit Conflict (page 296) with the medium.

Time: 10 minutes
Range: Same astral locale
Duration: TI rounds

NATURAL ATTUNEMENT

Characters with Natural Attunement have an innate affinity with the elemental principle that corresponds to their highest Sunsign modifier (page 22). If two Sunsigns have the same modifier, then determine which one randomly. For example, a character with the Skorus Sunsign would have Natural Attunement with either Water or Aura.

Natural Attunement is not 'invoked' but instead imparts these six benefits:

[1] The character has automatic Primary attunement with the element's corresponding Pvaric convocation. Calculate a Pvarism SM as if it were a Talent according to the Talent Possession table (page 40), modified by Age Group (page 47). The character may then develop the SM further during character generation, as usual.

***Example**: a young character with AUR16, who rolls a 17 on the table, would have a base Pvarism SM2 (the 0 dormancy modifier plus the default young SM2). Spending one Optional DP would raise it to Pvarism SM3.*

[2] The character may undertake Unassisted research in the attuned convocation with a minimum Pvarism ML10. This implies the possibility of being self-taught, and explains the presence of spellcasters outside the Shek-Pvar, such as hedge witches and warlocks or tribal sorcerers and seers.

[3] Starting at Pvarism ML40, Naturally Attuned mages may undertake Assisted research in the Neutral convocation (page 205). Assistance must take a substantial form, such as texts, scrolls, or another mage capable of casting Neutral spells.

[4] During character generation, the cost of Arcane Research Points in the Primary attuned convocation are halved (do not round). For instance, a Difficulty 1 spell costs only 0.5 ARP.

[5] During the game, all Research Times in the Primary attuned convocation are halved (a half day of research lasts five hours).

[6] Upon touching an artefact with the object element of the naturally attuned element, the character instantly achieves bonded attunement (page 208).

Upon a successful Metamorphosis Roll (page 210), a Grey Mage with Natural Attunement loses the talent, and all of the above effects no longer apply.

NEGATION

A spherical field with a five-foot radius extends around the invoker. Instantaneous or Temporary spell, enchantment, or invocation effects that target, pass through, or already exist in the area (including the invoker's) immediately terminate. An affected CS effect ends as well, but it also eliminates the spherical field. Otherwise, Negation lasts TI rounds, or TI minutes if the invoker maintains concentration.

CRUCIAL MISFIRE: WIL Recovery Rolls from the Aural Shock have –20 penalty.

Time: Free action
Range: Self
Duration: varies (see above)

PRESCIENCE

True Sight

The invoker gains an intuitive glimpse of the future in three different ways.

Danger Sense: Awareness tests made to perceive *physical* danger within TI × 10 feet always include a **Prescience SR**, a success of which increases the Awareness test by one success level. The character accrues no fatigue. Conceptual threats, such as an assassination plot, do not invoke the talent, but the imminent bodily attack associated with it would.

Fate Attunement: the character's Fate Roll ML is increased by an amount equal to the highest Index of Astrology, Runecraft, Tarotry, or Prescience.

Vision: once per 30 days the invoker may make a **Prescience Success Value** test. Each resulting *star* equals a same number of d10 Fate Increase rolls (page 276), but a CF causes Talent Misfire and results in no stars. Invokers distribute each of these one to five d10 rolls to either themselves or to anyone they designate whose True Form they have already perceived. The d10 rolls are made at once, even for those who have 5 or more FP. Both invoker and recipients must follow the rules as given under Querent Limitations (page 280).

CRUCIAL MISFIRE (Vision perception only): Invoker has –20 penalty to PER & Awareness tests (HP d6 days • HR5).

Time: varies (see above)
Range: varies (see above)
Duration: varies (see above)

PSYCHOMETRY

True Sight

The invoker touches an object weighing up to TI × 5 lbs and declares one of two uses of Psychometry at talentstart.

Question: a successful invocation grants the answer to a single yes–no question about the object. A CS allows the invoker to ask one qualitative follow-up question. A character's invocation may succeed on the same object only once until Psychometry ML increases.

Being: the invoker designates a person who has been in physical contact with the object and whose True From the invoker has perceived. A success reveals the distance and direction to the being's location in the physical world. A CS includes a brief general description of the location—*in a forest glade* or *on a sailing ship*—but not a literal view.

CRUCIAL MISFIRE: Invoker must improve ML by 5 for next use of talent on the object.

Time: 10 minutes
Range: Touch
Duration: Instantaneous

SENSITIVITY

Passive Triggering

The invoker can sense arcane energy within TI × 5 feet. The GM makes a *passive* d10 roll against Sensitivity Index when the invoker comes within range of a source. A success yields a vague sense of arcane energy nearby but nothing about the exact source. No fatigue is accrued; failure has no effect. See the Detect spell (page 251) for more on arcane energy.

If the character succeeds on a 1-round *active* invocation, the category of all sources within range is revealed—active spell or arcane talent; artefact enchantment; elixir; raw principle; or rune object. A CS reveals more details, such as a spell's Complexity Level or whether an artefact is minor or major.

The character can also test Sensitivity as a 1-round invocation to establish artefact attunement (page 208).

CRUCIAL MISFIRE: WIL Recovery Rolls from the Aural Shock have –20 penalty.

Time: Free action or 1 round
Range: TI × 5 feet
Duration: Instantaneous

SPIRIT

All living entities—folk, beasts, plants, natural spirits, elementals, even natural-personality artefacts—possess Spirit ML. It measures their strength of soul.

Spirit Shock Roll: what Shock ML is to resisting physical trauma, Spirit ML is to resisting some mental trauma.

Spirit Conflict: opposed Spirit tests measure the outcome of Spirit Conflict between two souls.

Spirit Attunement: entities test Spirit to establish proximate attunement and to invoke major artefact enchantments.

Spell Resistance: targets test Spirit to resist certain spells and enchantments.

Beings in the physical world with a dormant soul *do* suffer fatigue penalty in Spirit Conflict, but testing Spirit usually does not accrue fatigue itself, and a Spirit CF does not result in talent misfire. If an entity suffers Aural Shock or Dissolution, then a called-for Spirit test is always a CF.

TELEKINESIS

The invoker makes an object within range, and weighing no more than TI pounds, move up TI × 10 feet in any direction, all while in LOS. An attached portion may not be detached: all portions must be able to move as a unit. A creature holding the object can retain it by making a d6 + STR roll that exceeds the invoker's TI × 3. One of two versions is declared at talentstart.

Float: the object moves up to TI × 5 feet per round, slowly enough to be caught or land undamaged. By taking a one-round invocation time, the user may choose a zigzag path for the object.

Hurl: the object is 'thrown'. There is no attack roll, but the object's path must be direct from its origin to the target. A successful invocation means it strikes a Zone Number chosen by the invoker (roll a d10 Location Die). Impact characteristics are of a weapon most similar to the hurled object if not the actual one. A blunt object like a statue or rock inflicts d6 plus half its weight in pounds of B-aspect impact. A CS increases object impact by five.

CRUCIAL MISFIRE: Object is hurled in a random direction out to maximum range.

Time: Free action or 1 round
Range: TI × 5 feet in LOS
Duration: Instantaneous

TELEPATHY

True Sight

The invoker transmits a message in one of two ways (no shared language needed).

Close (Free action): the invoker targets a person within TI × 10 feet and in LOS.

Far (1 round): the invoker targets a person within TI leagues whose True Form the invoker has perceived.

The message is limited to a brief thought or feeling, such as *Harken is at The Green Bough tavern*; or *you are angry at the guard*. The target must successfully test **Spirit** or **Sensitivity** with +20 bonus in order to comprehend the transmission (Telepathy CS: comprehension is automatic). The message and its reception all take place on the turn of the invoker.

The thought or emotion sent is not a compulsion. Comprehending targets simply react as if they naturally had the idea or felt the emotion themselves.

CRUCIAL MISFIRE: WIL Recovery Rolls from the Aural Shock have –20 penalty.

Time: Varies (see above)
Range: Varies (see above)
Duration: Instantaneous

TRANSFERENCE

Passive Triggering

The GM makes a *passive* d10 roll against Transference Index when the invoker is within range of an anchored end of a *fixed* gateway, such as a Godstone or Barasi Point. A success produces a vague sense or hunch of a gateway nearby. No fatigue is accrued, and failure has no effect.

A character may *actively* invoke Transference to pinpoint the location of a fixed gateway within range. A CS also reveals its fixed destination. Use the table on page 155 to determine the terminus of a Godstone if it is currently set to one (it could be closed). For a fixed Barasi Point, generate the destination world below; the GM then determines the precise location on the given world:

D100	WORLD
01–19	Blessed Realm
20–24	Kèthîra
25	Lósenor
26–40	Midgaad
41–65	Sherém
66–75	Terra
76–99	Yàsháin
00	*Other world*

While touching a gateway, or standing in its known location, the invoker may test Transference to *employ* it. Up to TI beings touching the invoker's skin are also transferred. Anyone transferred may wear or carry objects weighing no more than half their own Spirit ML in pounds.

CRUCIAL MISFIRE: WIL Recovery Rolls from the Aural Shock have –20 penalty.

Time: 1 round
Range: TI × 30 feet
Duration: Instantaneous

TRANSMUTATION

The character has a soul-connection to a specific type of beast. Determine it randomly at character generation on this table (keyed to northwest Venarive):

D100	BEAST	ATTRIBUTE 1	ATTRIBUTE 2
01–05	Bear	Strength	Will
06–10	Boar	Endurance	Will
11–15	Crow	Perception	Aura
16–20	Eagle	Eloquence	Perception
21–35	Fox	Creativity	Reasoning
36–60	Lion	Agility	Will
61–65	Stag	Aura	Agility
66–00	Wolf	Perception	Will

Transmutation imparts three effects.

Beast Trait: the character in natural form has a permanent physical trait that reflects a subtle resemblance to the soul-connected beast. For example, a bear-connection could impart a hirsute body.

Attribute Boost: the character's two Attributes scores associated with the beast are raised to 16 (or increased by 1 if already generated as a 16 or higher). These changes are permanent, and are recorded during character generation before Skill Bases (SB) are calculated.

Shapechange: by successfully making an invocation test, characters may change shape into the soul-connected beast. They retain their own natural *Personality* (morality, purpose, grace, psyche, fate, mental attributes and skills based upon them, excluding Arcane skills save Spirit); but they acquire the beast's *Physique* (appearance, physical attributes and skills based upon them—the same as those listed for Possession on page 297. This includes the animal's senses and Scent).

Any trauma suffered in natural form is carried into beast form, and vice versa upon changing back (see below). The GM 'translates' injury locations logically (*a wing injury becomes an arm injury*).

The transmutation takes one minute (CS one round). Invocation fatigue is deferred until the shapechange duration ends, but the fatigue is then recovered as weariness instead of windedness (page 176). While in the process of changing, the character is Stunned (STN), ending once the transmutation occurs. Reverting back to the character's 'normal' form is instantaneous.

As a free action, the character may attempt to end the shape-change—either during the transformation or afterwards before the end of duration. This requires a successful **Spirit** test (retries allowed). If successful, Fatigue accrual still remains the same as for a full-length duration.

CRUCIAL MISFIRE: Character is Incapacitated as long as Aural Shock lasts.

Time: 1 minute (1 round)
Range: Self
Duration: TI hours

VISNOMY

True Sight

The invoker can sense a target's personality and True Form by simply viewing the subject's face. The character may invoke the talent even while engaged in idle conversation, although no literal communication is required as long as the invoker can observe the target's face within range. The following results of the Visnomy test are in addition to those listed in the Invocation Roll table:

VISNOMY TEST	
CF	Nothing learned. Target tests **Empathy**—any success gives the target an uneasy feeling about the invoker.
F	Nothing learned.
S	The invoker perceives the target's True Form, as well as learns all Sunsign and Psyche traits and a general description of each Mental Attribute as *weak* (≤ 8); *average* (9–12); or *strong* (13+).
CS	As above, plus Morality trait. The Mental Attribute descriptions also become more precise: *slight* (≤ 5); *weak* (6–8); *average* (9–12); *strong* (13–15); or *extraordinary* (16+).

CRUCIAL MISFIRE: WIL Recovery Rolls from the Aural Shock have –20 penalty.

Time: 1 round
Range: Half TI × 5 feet in LOS
Duration: Instantaneous

Alchemy

Alchemy shares with the other Pvaric Arcane Mysteries the study of ethereal energy. This spectrum includes the elemental principles of Earth, Metal, Fire, Air, Aura, and Water, and the various other principles categorised as Neutral. Whereas incanters such as Pvarists directly channel the principles to cast spells, an alchemist manipulates them from a distance, guiding the energies rather than personally absorbing them. Through complicated and time-consuming processes, alchemists use their Aura to tap the inherent principle found in herbs and minerals in order to produce various *elixirs*, each of which expresses a unique effect.

Since such a project involves the ethereal energy found in the elixir's ingredients, alchemy is an Esoterica Group skill and thus considered an Arcane Mystery. It is a type of magic, and so most alchemists belong to and are regulated by the Guild of Arcane Lore, at whose chantries they often reside with other arcanists (page 197).

Concoctions

There are three types of concoctions, the distinction between which helps define the alchemical process.

MUNDANE CONCOCTIONS

Several occupations incorporate herbs and minerals into the substances they make or services they perform—lexigrapher (pigments), perfumer (aromatic flowers), glassworker (soda ash), embalmer (preservatives), mason (limestone). However, this incorporation is not alchemy, but rather, in game terms, simply a part of the occupational skill itself.

***Example**: although a perfumer might utilise various herbs and minerals, crafting perfume is simply a Success Value test of Perfumery skill. The necessary ingredients are usually purchased from an apothecary and then incorporated into the fragrance.*

EXOTIC CONCOCTIONS

Certain rarer concoctions, called *potions* and *mixtures*, require a Success Value test of Herblore (page 74) or Mineralogy (page 81), respectively. Again, such work is not alchemy—not magical—because it does not require the manipulation of the elemental principles. The ingredients used in potions and mixtures are either much rarer or more volatile or complicated to deal with than those found in mundane concoctions. While 'mundane' themselves, exotic concoctions have unique game effects, such as poison or quicklime. Most of what traditional or tribal shamans and physicians create are these exotic concoctions.

***Example**: a hunter trekking through a forest might forage for a plant or herb to use in making a salve to treat the burn injuries of an ally. Once the ingredients are gathered, the curative potion requires a Success Value test of Herblore to craft (page 74).*

Exotic concoctions made primarily from minerals are called mixtures but are still treated similarly to potions. The substance known as quicklime is an example (page 81).

ESOTERIC CONCOCTIONS

The rarest and most powerful concoctions involve the arcane manipulation of the elemental principles found in herbs and minerals. This is *alchemy* and it is the work of alchemists. Their creations are called *elixirs*, the manufacture of which requires skill in Alchemy, Herblore, and Mineralogy, and even benefits from the precision of Mathematics.

ELIXIRS

The creation of elixirs throughout Lythia is founded upon Pvaric philosophy. While all esoteric concoctions involve both herbal and mineral ingredients, an elixir's desired effect requires a formula that distils quite specifically one of the elemental principles, as categorised according to the Pvaric convocations. Thus, an alchemist creates an elixir of Healing by manipulating the Life principle of the Fyvria convocation; or an elixir of Passion by manipulating the Emotion principle of the Savorya convocation.

Since alchemists do not directly channel principle like mages do when casting spells, the formulas for making elixirs are less idiosyncratic and, thus, more widely shared. Moreover, alchemists do not have to attune themselves to the Pvaric convocations—their tangential manipulation of the principles makes this unnecessary. Alchemists learn and teach 35 *canonical elixirs*, each one representative of a specific Pvaric convocational principle:

CONVOCATION	ASSOCIATED PRINCIPLES
Fývria	Earth · Life · Death · Growth · Decay
Jmôrvi	Metal · Mineral · Artifice · Substance · Toxicity
Pèleáhn	Fire · Heat · Dryness · Smoke · Action
Lyáhvi	Air · Light · Illusion · Incorporeality · Sound
Sàvôrya	Aura · Knowledge · Mind · Emotion · Keléstia
Odívshè	Water · Cold · Darkness · Silence · Stasis
Neutral	Artefact · Defence · Dimension · Incantation · Identity

Even though they are categorised Pvarically, elixirs are not simply consumable versions of spells. Each esoteric concoction produces a unique effect unlike any spell that happens to share the same convocation and principle.

Pvaric spells are more singular to each mage, as reflected by the arcanist's ability to undertake research from their early career to create new convocational spells. Not so with alchemists. Due to a formula's somatic demand for specifically measured ingredients and delicate procedures, alchemists are usually restricted by their obligation to a canon of formulas. Only at the highest level of training do alchemists begin to produce new and unique elixirs. On the other hand, this canonised structure offers an occupational advantage—given proper training and access to the libraries and workshops of a chantry, any alchemist has the potential to make any elixir.

METHODOLOGY

The alchemist's work with one of the 35 elixirs is a lengthy undertaking involving very specific, yet shared, methods. This alchemical methodology demands the progressive mastery of five specific tasks. The following table displays the minimum Alchemy Mastery Level (ML) required to perform each task, along with the skills involved:

ALCHEMY TRAINING

ML	TASK	SKILLS
10	Recognise	Alchemy or Perception (Alchemy)
20	Identify	Alchemy SV
40	Assist	Alchemy Index
60	Create	Alchemy SV (Herblore · Mineralogy · Maths SR)
100	Invent	Alchemy SV (Herblore · Mineralogy · Maths SR)

Alchemists follow the rankings of the Guild of Arcane Lore rather than those of Pvarists. An alchemist of some talent usually progresses at the following schedule:

RANK	STATUS	YEARS	ALCHEMY INDEX
Mavâr	Student	1–6	1–5
Satía	Bachelor	7–10	6–7
Shenâva	Master	11–15	8–9
Vîrán	Doctor	16+	10+

Alchemy Tasks

Given below are the details for the five alchemical tasks. Each includes one to four additional factors, identified by the brown-circled letters:

- Ⓓ The dangerous task runs the risk of Alchemical Dissolution (page 267).
- Ⓜ The arcanist may not repeat the task on the same target until Alchemy ML increases.
- Ⓟ The time-consuming task requires the arcanist to follow the Preparation Routine (pages 268–269).
- Ⓦ The complicated task must take place in an alchemical workshop, either found at the alchemist's chantry of Arcane Lore or privately possessed.

Trauma Effect: all tasks require concentration (page 182), but those undertaken using the long-term Preparation Routine include some exceptions. Any test involved in the process is subject to fatigue penalty, but usually not to impairment from injury, although GMs may consider applying it from hand and arm injuries in long-term tasks.

RECOGNISE Ⓜ

An alchemist first learns to recognise whether a particular unknown concoction is an elixir by examining it as a 1-round action (smelling, stirring, viewing). This tests the higher of either **Alchemy** or **Perception (Alchemy)**:

RECOGNISE ROLL	
CF	No information.
F	Whether the concoction is mundane or not.
S	Whether the concoction is mundane, exotic, or esoteric.
CS	As above plus, if esoteric, the elixir's base Convocation.

Recognise Example: *Merela has Alchemy ML12 and Perception ML70, so tests EML50 (70 – 20 Alchemy Secondary Modifier).*

IDENTIFY Ⓜ Ⓦ

This one-hour examination is done either (1) to acquire more information after a successful Recognise task or (2) to serve in place of a failed Recognise task. The Identify Roll is an **Alchemy Success Value** test.

IDENTIFY ROLL

SV	INFORMATION GAINED
≤0	None
1	Concoction type: mundane, exotic, or esoteric.
2	Convocation; and whether canonical or unique.
3	Principle and Effects (if canonical elixir).
4	Alchemical Strength (if canonical elixir).
5	Principle and Effects (if unique elixir).
6+	Alchemical Strength (if unique elixir).

Each result includes that from lower SV. A *canonical* elixir refers to one of the 35 listed on pages 271–274; a *unique* elixir refers to one invented by someone other than the character making the Identify Roll.

ASSIST Ⓦ

Starting at Alchemy ML40, and not before, alchemists may lend assistance to another's test in the Identify, Create, or Invent tasks. As long as their own Alchemy ML is at least half the ML of whom they assist, assistants grant Alchemy Index as a bonus to the acting alchemist's EML. No more than two may lend such assistance at once.

CREATE Ⓓ Ⓟ Ⓦ

Upon reaching ML60, a Satia (Bachelor) of Alchemy learns to create canonical elixirs. Herblore and Mineralogy are Secondary Modifiers in the Alchemy Success Value test, with Mathematics as a Secondary Roll.

INVENT Ⓓ Ⓟ Ⓦ

At ML100+, a Viran (Doctor) of Alchemy may invent unique elixirs. While they must be distilled from one of the 35 core principles, their effects may be different than the corresponding canonical elixirs.

ALCHEMICAL DISSOLUTION

When Alchemical Dissolution occurs, the character is exposed to the principle being manipulated. Roll d100 on the following table:

D100	ALCHEMICAL DISSOLUTION
01–60	**MINOR INTRUSION**: the elixir's breakdown exposes the alchemist to Principle, causing Aural Shock 1 (page 190). While suffering Aural Shock, an alchemist cannot test any Esoterica skill, which includes Alchemy.
61–90	**SERIOUS INTRUSION**: same as 01–60, but intrusion inflicts Aural Shock 3.
91–00	**GRIEVOUS INTRUSION**: same as 01–60, but it inflicts Aural Shock 5.

Crucial Dissolution: an Alchemical Dissolution Roll ending in a 5 or 0 results in Crucial Dissolution. In addition to suffering the Aural Shock, the character makes a Shock Roll against Shock Index 8 (page 169). It is not unknown for alchemists to perish (SHK 10) from their volatile experiments. If this occurs, the GM could consider including a literal explosion, with effects equal to an AS10 Eruption elixir (page 271).

OLFACTORY SKILLS

The sense of smell in human folk is only differentiated through training in one of the six Olfactory skills: Alchemy, Brewing, Cookery, Embalming, Herblore, and Perfumery. Perception attribute tests are allowed, but the resulting depth of information does not widely vary between characters of disparate scores and would not reveal the details possible through the Olfactory skills.

Characters make olfactory tests in a wide range of situations, such as noticing a very subtle odour embedded in a tunic or identifying a strange paste. If the phenomenon is truly alchemical, then the character makes the test according to one of the Alchemical Tasks.

When distracted or unalert to the phenomenon, note that Alchemist characters make olfactory tests similarly to other characters (see Awareness, page 66).

Example 1: *Sorel has PER15 (ML75) and Alchemy ML93, his highest olfactory skill. He makes olfactory tests, distracted or otherwise, against ML93.*

Example 2: *Sorel's daughter Merela has PER14 (ML70), Brewing ML23, and Alchemy ML12. Merela makes distracted olfactory 'awareness' tests against ML23 but can test ML70 when closely examining an odour. Because her Alchemy ML is 10+, Merela may also undertake the Recognise alchemical task against EML50 (as explained in the example on page 266).*

ALCHEMY ECONOMICS

Although not precisely quantified in the game, the price of elixir ingredients is reflected in the expense required to maintain an alchemical workshop (page 268). Most alchemists rely on patronage to do so, represented by either the resources of their affiliated Guild of Arcane Lore or some other wealthy patron. In either case, as such, an alchemist's elixirs might not strictly 'belong' to themselves. Given the power of their esoteric concoctions, alchemists are also heavily monitored by the Guild through restrictions similar to the Shek-Pvar Laws (page 199). This oversight occurs even when patronage frees them from literal, direct Guild accommodation.

As the Preparation Routine on the next page demonstrates, a single elixir typically takes about a 24-day work month to prepare. And given their roughly four-month, ever degrading 'shelf life', elixirs are usually not prepared until their application is specifically demanded. While there is no established elixir 'market', transactions between the patrons who directly sponsor their creation sometime take place. In these cases, assume a value of 240d per Alchemical Strength (AS).

ELIXIR PREPARATION

Elixir preparation requires access to an alchemical workshop; it is impossible to attempt in the field. The workshop contains all the reference texts, ingredients, and expensive equipment the alchemist needs to carry out the complicated venture—the mortars and pestles, the cauldrons and athanors, the crucibles and braziers.

The alchemist's workshop has a star quality equal to the rating of the home Arcane Lore or Shek-Pvar chantry. Characters may also establish a private workshop—their own Wealth determines its quality (minimum Wealth 10).

ALCHEMY WORKSHOP

QUALITY	STATE	WEALTH	TYPICAL STANDING
★	MAKESHIFT	10–12	Guildmember
★★	SPARSE	13–16	Guild Syndic
★★★	STANDARD	17–19	Gentry
★★★★	PLENTIFUL	20–29	Knighted
★★★★★	IDEAL	30+	Landed

Preparation Routine

To create or invent an elixir, an alchemist must complete the following Preparation Routine.

[1] Time: the alchemist spends 10 + 3d6 days preparing the elixir. This consists of about 10 hours each day in the workshop, with only momentary interruptions. The entire span of days has to be *unbroken* or the alchemist must start the routine over—the processes are quite delicate and unstable and require near-constant attention.

Inventing Elixirs: when inventing an elixir, the alchemist must establish all of its parameters at this point, such as associated principle, use, duration, and effect.

[2] Preparation Modifiers: preparation tasks require an **Alchemy (Herblore · Mineralogy · Mathematics SR) Success Value** test. Include the following modifiers:

Assistance Modifier: up to two characters who have at least Alchemy ML40 may offer assistance. If their Alchemy ML is at least half the alchemist's, they each may contribute their Index as an Alchemy EML bonus, up to the normal total maximum +10 bonus.

Sunsign Modifier: elixir preparation is affected by the alchemist's own astrological connection to the concoction's related principle. Consult the Elixir Sunsign Modifier table. The modifier that results from comparing the alchemist's sunsign with the convocation of the elixir's principle is applied to the test's Alchemy EML.

Concentration: as long as the alchemist is able to maintain concentration during the 10 hours of actual work on any given day of preparation, then it need not be kept during the other hours of the day.

ELIXIR SUNSIGN MODIFIER

SUNSIGN	FÝVRIA	JMÔRVI	PÈLEÁHN	LYÁHVI	SÀVÔRYA	ODÍVSHÈ
Ùlándus	+15	+5	–5	–15	–5	+5
Arálius	+10	+10	0	–10	–10	0
Fenéri	+5	+15	+5	–5	–15	–5
Áhnù	0	+10	+10	0	–10	–10
Angberélius	–5	+5	+15	+5	–5	–15
Nadái	–10	0	+10	+10	0	–10
Hîrin	–15	–5	+5	+15	+5	–5
Táræl	–10	–10	0	+10	+10	0
Tai	–5	–15	–5	+5	+15	+5
Skôrus	0	–10	–10	0	+10	+10
Masâra	+5	–5	–15	–5	+5	+15
Ládo	+10	0	–10	–10	0	+10

Neutral principle elixirs have 0 modifier for all sunsigns.

[3] Preparation Roll: at the end of the preparation time, the alchemist tests Preparation EML from step 2.

Mathematics SR: with an Alchemy S or CS (only), increase SV by 1 if the Mathematics SR succeeds.

Invention: for a unique elixir, reduce SV by 3 until the inventor successfully completes it once. When the elixir is successfully invented, other privy alchemists reduce SV by 1 until they complete it once themselves.

SV	PREPARATION ROLL
≤ 2	RUINED: the elixir preparation fails. To complete it, the alchemist must begin the routine again from the start.
3–4	COMPLETED: the preparation is completed. The elixir is an enchantment and has *Alchemical Strength 6*.
5 ☆1	AUGMENTATION: for each star result, the alchemist can make one d10 Augmentation Roll against a TN equal to the star quality of the workshop. Thus, there can be one to five rolls against a TN from 1 to 5. Each d10 is rolled separately against the same TN.
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

Critical Failure: on the last day of the preparation time, the alchemist must succeed on a **Will SR** or suffer Alchemical Dissolution (page 267). If this does occur, the elixir is ruined.

[4] Augmentation Successes: each Augmentation Roll success increases the elixir's Alchemical Strength (AS) by 1. The final sum is called *base AS*, which can range from AS6 to AS11.

[5] Decay: once completed, most elixirs are in a liquid state of about four ounces; a few are gases like the volatile Fumebomb. Alchemists immediately *store* them in glass or ceramic vials with cork stoppers (weight: half pound full).

Every 30 days after an elixir's completion, make a d10 **Decay Roll** against its current base AS: a success reduces base AS by 1; a failure reduces it by 2. When AS is 0 or less, the elixir loses its enchantment and has no effect.

ELIXIR USE

An elixir is either internally *imbibed* by a creature or externally *applied* to an object or creature. Once begun, either process must be completed within one round or the elixir's effect is ruined—there is no 'partial use'.

Duration: once a stored elixir is imbibed or applied, it has either an Instantaneous or Temporary duration, as noted in its entry.

Imbibed Elixirs

Living creatures imbibe an elixir by either actively ingesting it (1-turn action); or by having another dispense it into them, even if they are unconscious (1-round action). Consuming an elixir is a Pvarically interactive process between its distilled principle and the user's soul—the creature must make an Imbibing Roll by testing **Aura** or **Alchemy**. Neither fatigue nor impairment penalty of any kind affects the roll—even Grievous skull injury does not prevent the imbibing effects.

IMBIBING ROLL

	AURA OR ALCHEMY TEST
CF	**ELIXIR TAKES EFFECT**: the imbiber is under the effect of the elixir at AS–2 but also suffers the Ill Effect of each active elixir, including the one just imbibed.
F	**ELIXIR TAKES EFFECT**: the imbiber is under the effect of the elixir at AS–1.
S	**ELIXIR TAKES EFFECT**: the imbiber is under the effect of the elixir at AS.
CS	**ELIXIR TAKES EFFECT**: the imbiber is under the effect of the elixir at AS+1.

Zero AS: if the Imbibing Roll reduces AS to 0 or less, the elixir loses its enchantment—it has no effect.

Refer to the elixir's entry for its specific effect. Also see the Elixir Summary (page 270) for more explanation of the process.

PROFUSION

When a creature already under the effect of one or more elixirs imbibes another one, the chance for a CF Imbibing Roll increases. A failed test is now a CF on more unit die results than just the regular 5 or 0—the exact number of die results increases according to the additional elixirs imbibed beyond the first (see profusion example in sidebar):

ADDITIONAL	UNITS DIE RESULTS
1 ELIXIR	3·5·8·0
2 ELIXIRS	2·3·5·7·8·0
3 ELIXIRS	2·3·4·5·7·8·9·0
4+ ELIXIRS	ALL FAILURES = CF

Special: see the Elixir Summary on the next page for special cases and exemptions related to Profusion.

Applied Elixirs

Applied elixirs do not require an Imbibing Roll. They may simply be poured or their vials thrown—follow the rules in the Thrown Weapons entry on page 110 (Glass Vial, 4 oz). Such 'grenades' automatically break upon striking moderately firm surfaces, releasing the contents.

PREPARATION EXAMPLE

A character with Alchemy ML75, Herblore ML69, Mineralogy ML47, and Mathematics ML64 wishes to create an elixir of Quiescence at a four-star workshop. A 3d6 roll of 14 means the preparation time is 24 days. Base Preparation EML equals 75:

Alchemy 75 + 5 Herblore – 5 Mineralogy

The alchemist has no assistants and a Nadai sunsign. Since the Quiescence elixir involves the distillation of Stasis—an Odivshe principle—the ELIXIR SUNSIGN MODIFIER *table contributes a –10 penalty, bringing the final Preparation EML to 65.*

The d100 test roll is 42 (S) and the d10 SR against Mathematics Index 6 is 3 (S), resulting in SV8 (Alchemy Index 7 + 0 success + 1 Maths success). The elixir is completed and receives four d10 Augmentation Rolls against TN4 (equal to the four-star workshop). Rolls of 9, 6, 6, and 1 result in +1 to Alchemical Strength, for a base AS7 elixir of Quiescence. It is now stored, and a d10 Decay Roll is made every 30 days thereafter with its AS7 as the initial Target Number (success reduces the AS by 1; failure, by 2).

Once imbibed, the Decay Roll will be based upon the AS as adjusted by the imbiber's test result. See the Quiescence entry for more details (page 273).

IMBIBING EXAMPLE

Hired to undertake a series of warehouse surveillance and break-ins, Galmos has been furnished with a Darkvision elixir from a wealthy patron. Although having an Alchemical Strength 8 when originally crafted, the concoction has degraded to AS7 by the time Galmos consumes it in preparation for the missions. His Aura ML55 is tested—a roll of 81 is Failure (F), so the elixir affects him with AS6. As described on page 271, the enchantment gives Galmos normal vision even in darkness out to 30 feet. Every 30 days, the d10 Decay Roll is made against the current AS, starting at AS6.

Profusion*: while under the effect of the Darkvision elixir, Galmos consumes a Fireshield. If his Aura test Imbibing Roll fails, it will be a CF on a units die of 3, 5, 8, or 0.*

STARTING ELIXIRS

Characters with at least Alchemy ML60 at the end of character generation receive *half Alchemy Index* (rounded down) elixirs already prepared and stored. The player selects from the 35 base elixirs: the first elixir chosen has an AS equal to Alchemy Index, the next one has AS of Alchemy Index–1, then Alchemy Index–2, and so on, with AS reduced by 1 for each selection until half Alchemy Index elixirs have been chosen.

ELIXIR FORMAT

Pages 271–274 detail the 35 canonical elixirs that an alchemist can make in a Create task using the Preparation Routine.

NAME

The name of the elixir.

ILL EFFECT

What happens to imbibers who roll a CF Imbibing Roll. The elixir still takes effect, but imbibers suffer the Ill Effect concurrently (although they likely overcome it before the elixir wears off).

Base AS: some Ill Effects are a factor of base Alchemical Strength (which is the current AS that a stored elixir has *before* applying the Imbibing Roll modifier).

Condition: some Ill Effects induce an Indefinite condition, like the penalty in this example. After each given Healing Period (HP), test **HB × HR** on the Exposure Healing Roll table (page 185). When HR rises to 6, the condition is removed.

Fatigue: some Ill Effects inflict weariness or weakness fatigue. If not otherwise explained, follow the normal rules for recovery (page 176).

Aural Shock: some Ill Effects inflict Aural Shock. Follow the normal rules for recovery (page 190). Imbibers do not benefit from the elixir's effect until they no longer suffer Aural Shock.

DARKVISION

Imbibers project Light principle that gives them normal vision out to current AS ×5 feet no matter how little natural light, even in pitch black. This does not affect the environment itself, so the imbiber can still be hidden *by* darkness.

◆

ILL EFFECT: imbiber suffers half base AS ×5 penalty to actions using vision when beyond shadow or dim light (HP d6 days • HR5).

◆

Principle: Light (Lyahvi)
Use: Imbibed
Duration: Temporary

DURATION

Once imbibed or applied, elixirs have either an Instantaneous or a Temporary duration.

Instantaneous: the elixir's effect applies the moment it is imbibed at its current Alchemical Strength.

Temporary: the elixir's effect lasts until its Alchemical Strength is reduced to 0 or less (see Elixir Summary, below).

DESCRIPTION

The effect the elixir has on the creature (when imbibed), or object or creature (when applied).

PRINCIPLE

The principle energy the elixir is based upon, with the corresponding Pvaric Convocation in parentheses.

USE

Whether the elixir is imbibed or applied.

An *imbibed* elixir has an Alchemical Strength equal to base AS plus the modifier from the Imbibing Roll.

An *applied* elixir has an Alchemical Strength equal only to base AS.

IMBIBING EXAMPLE

Nolora imbibes a Darkvision elixir with base AS8. The Imbibing Roll tests her Aura ML45. The roll is 75—a CF that lowers the AS to 6, giving her darkvision out to 30 feet. She also suffers the Ill Effect (–20 penalty to actions using vision in direct light). Every d6 days she tests her HB15 × HR5: a success removes the Ill Effect. Every 30 days a d10 roll is made against AS (see below); this reduces AS by 1 (S) or 2 (F). The enchantment might last about 3 months.

ELIXIR SUMMARY

The following section summarises the use of elixirs.

ALCHEMICAL STRENGTH

- Once prepared, the elixir is *stored* with a base Alchemical Strength (AS) from 6 to 11. Every 30 days when so stored, a d10 Decay Roll is made against its current AS:

F: –2 AS
S: –1 AS

- An *Imbibed* elixir adjusts the base AS according to the Imbibing Roll (–2 to +1). *Temporary* elixirs are still subject to a Decay Roll, above, every 30 days, starting at the AS as adjusted by the Imbibing Roll.

  Some Temporary elixirs are also subject to AS loss when they produce effects. This loss is in addition to that from decay.
- *Imbibed* elixirs with *Instantaneous* effect are not subject to AS decay even though their enchantment effects can last beyond the imbibing (as with Healing or Poison).
- *Applied* elixirs suffer a Decay Roll while stored. They are *Instantaneous* when used; after their effect, their enchantment ends.

ENCHANTMENT

Imbibed elixirs express arcane energy, and their enchantment can be lost:

- Temporary elixirs lose enchantment when their Alchemical Strength (AS) is reduced to 0 or less. This usually happens through the monthly decay rolls or through special use-effects that reduce AS. The *Physic* elixir is another common way to reduce the AS of Temporary elixirs.
- The Physic elixir can also disenchant imbibed elixirs that have *Instantaneous* effect. Thus, a Physic elixir can remove or reduce the effect of a Poison elixir. Even though the Poison's magic immediately affects the imbiber, the lingering, lethal course of the toxin is still enchanted—and still vulnerable to a Physic's effect.

Applied elixirs are enchantments but are not affected by a Physic elixir. There is no 'lingering' enchantment after its effect is finished manifesting.

INCANTATIONS

The incantations of mages and invokers can affect an elixir's enchantment:

- The Detect-Reveal-Dispel triad of Neutral spells can affect *Temporary* elixirs, whether still stored or in use. The penalty to a Dispel casting is derived from the elixir's current AS, which includes adjustments from decay and imbibing.
- The Negation arcane talent also affects *Temporary* elixirs.
- *Instantaneous* elixirs are subject to the above incantations only while stored—but not once imbibed or applied.

PROFUSION

- Quiescence, Physic, Poison, and all applied elixirs never induce or contribute to profusion.
- Imbibed Instantaneous elixirs other than Physic and Poison induce profusion only when the imbiber is still under their effect.

ACID

Each round Acid is in contact with a substance, make a d10 roll against AS: success inflicts 1 damage; failure, none. In either case, AS lessens by 1.

The damage characteristic varies by substance: weapons (WQ); clothing, armour (AV); flesh (F burn IL). For other objects, see Object Damage (below). Damage mounts each round. Creatures make a Shock Roll with each new IL. If ingested, Acid is lethal when IL equals one-fifth the body zones the creature has.

If thrown, the vial breaks and causes a 6-inch circle splash, enough to affect a single 10-zone body location.

Principle: Metal (Jmorvi)
Use: Applied
Duration: Instantaneous

Object Damage: once the elixir is poured or splashed on an object, the d10 roll each round implies that its diminishing effect lasts about 30 to 45 seconds. As a guide, any 6-inch object is destroyed after 5 (wood), 7 (metal), or 9 (stone) d10 successes—with fewer successes resulting in proportional 'defacement' or 'weakening'. Thus, a smaller 1-inch metal hinge could be destroyed (2 successes) or damaged enough to be removed (1 success). The *magical* Acid elixir does not have to mimic Terran chemicals; GM have great leeway in applying unique effects.

AIRTAP

Imbibers may hold their breath for twice as long (page 183) and accrue fatigue from movement at one-half the rate. This does not affect fatigue from spellcasting, invocation, or reembodiment.

ILL EFFECT: imbiber suffers weariness fatigue equal to base AS×5.

Principle: Air (Lyahvi)
Use: Imbibed
Duration: Temporary

AQUA

The elixir quarters the imbiber's water requirement (see Thirst, page 186).

ILL EFFECT: imbiber suffers weariness fatigue equal to base AS×5.

Principle: Water (Odivshe)
Use: Imbibed
Duration: Temporary

DARKVISION

Imbibers project Light principle that gives them normal vision out to current AS×5 feet no matter how little natural light, even in pitch black. This does not affect the environment itself, so the imbiber can still be hidden *by* darkness.

ILL EFFECT: imbiber suffers half base AS×5 penalty to the use of vision when outside of shadow or dim light (HP d6 days • HR5).

Principle: Light (Lyahvi)
Use: Imbibed
Duration: Temporary

DREAMWALK

Imbibers switch inhabitation from their body to their active soul, changing perspective from the physical to the spirit world. The imbiber's body remains corporeal and in a coma. The soul may Engage the Spirit World for AS rounds before making the Reembodiment Roll (pages 296–300).

ILL EFFECT: imbiber suffers Aural Shock 3 after the journey's Reembodiment Roll.

Principle: Dimension (Neutral)
Use: Imbibed
Duration: Instantaneous

EGOSIGHT

The imbiber may touch major artefacts and learn their Ego and whether they suffer Ego Subversion (see the Subvert spell, page 254). Imbibers also realise if an artefact is simply minor (but do not know its powers); and whether a major artefact instead has Will volition (but do not know the precise score).

ILL EFFECT: imbiber suffers Aural Shock 1.

Principle: Artefact (Neutral)
Use: Imbibed
Duration: Temporary

EQUIPOISE

The powerful elixir of Equipoise enriches one's connection to reality (*Kelestia*). The imbiber's Fate Rolls automatically include a d10 roll against a TN equal to AS: a success increases a *successful* Fate Roll's benefit by one success level (with no limit to the ultimate star victory). With a *successful* Fate Roll, a success on the same d10 roll reduces AS by 2; a d10 failure reduces AS by 1. This is in addition to the loss from the monthly Decay Roll. A *failed Fate Roll* has no effect on AS.

ILL EFFECT: imbiber suffers Aural Shock 5.

Principle: Kelestia (Savorya)
Use: Imbibed
Duration: Temporary

ERUDITION

An elixir of Erudition focuses and inspires the imbiber's mind. Successful Lore Group skill tests, and Reasoning and Creativity tests, are considered a CS when the units die is [3·5·8·0].

ILL EFFECT: imbiber suffers Aural Shock 1.

Principle: Knowledge (Savorya)
Use: Imbibed
Duration: Temporary

ERUPTION

This volatile elixir explodes when its container is forcibly smashed (from lobbing or throwing it down). A noisome, toxic cloud erupts in a 10-foot diameter, inflicting anyone within it at the moment of explosion with Area d4+ASF burns. The bizarreness of the explosion triggers Morale Rolls in opponents threatened by it nearby, even if not directly injured.

Swallowing an Eruption elixir automatically inflicts Crucial Alchemical Dissolution (page 267).

Principle: Mineral (Jmorvi)
Use: Applied (blast)
Duration: Instantaneous

EXSICCATION

As a 1-turn action, the imbiber exhales Dryness principle in a 5-foot radius. The effect lasts AS minutes and follows the imbiber's movement. Any water within the area turns into ethereal water (page 243). There is no effect on the water content of a being's body within the area. Each exhalation reduces AS by 1, in addition to the loss from the monthly Decay Roll.

ILL EFFECT: imbiber suffers Aural Shock 1.

Principle: Dryness (Peleahn)
Use: Imbibed
Duration: Temporary

FIRESHIELD

The imbiber receives a half AS increase to Armour Value against Fire impact in all locations, including area AV. The increase instead applies as a *reduction* to Area AV in the Heat Hazard Roll (page 149 sidebar), with an AV0 possible. Half AS ×5 applies as a bonus to Heat Exposure Advance tests (page 185).

ILL EFFECT: imbiber accrues weariness fatigue equal to base AS ×5.

Principle: Fire (Peleahn)
Use: Imbibed
Duration: Temporary

FOOTPAD

The elixir muffles the sound of the imbiber's movements, increasing Stealth ML by current AS ×5. Despite the elixir's name, the effect applies to any sort of noisy motion, so it could increase Legerdemain ML if it required silence (perhaps pickpocketing—but not the feat of juggling). The effect also reduces the imbiber's speaking voice—regular speech becomes a whisper; shouting sounds like regular speech. Wielded objects weighing up to half the imbiber's Spirit ML pounds in total are also affected—the ringing clash of a sword would sound like a muffled thump to those nearby.

ILL EFFECT: imbiber suffers Aural Shock 1.

Principle: Silence (Odivshe)
Use: Imbibed
Duration: Temporary

FORMFIX

The imbiber's *failed* (F or CF) Spellcasting and Invocation Rolls receive a d10 roll against a TN equal to AS. A success increases the failed Spell or Talent success level by one. Formfix elixirs have no effect on *successful* Spellcasting and Invocation Rolls.

Each successful d10 roll reduces AS by 1. This is in addition to the loss from the monthly Decay Roll.

ILL EFFECT: imbiber suffers Aural Shock 5.

Principle: Incantation (Neutral)
Use: Imbibed
Duration: Temporary

FUMEBOMB

This elixir explodes when its container is forcibly smashed. Thick smoke erupts in a 10-foot diameter, blocking LOS for one round before disappearing. Creatures within it when it explodes must test Shock with a penalty equal to AS ×5:

CF: UNC **F**: INC **S**: STN **CS**: —

Creatures recover from any resulting Shock State according to the Injury Sequence (step 4, page 169).

Swallowing a Fumebomb elixir automatically inflicts Crucial Alchemical Dissolution (page 267).

Principle: Smoke (Peleahn)
Use: Applied (blast)
Duration: Instantaneous

GHOSTSIGHT

Imbibers gain the ability to take Spirit Sensing actions (page 295) while still inhabiting their body. As a free action on their turn, imbibers can shift perspective from the landscape of the physical world to the astralscape of the spirit world, or back again. The perspective must be one or the other—having both at once is not possible. The imbiber can maintain perspective in the spirit world for no longer than half AS rounds per shift (minimum one round).

Each shift back to the physical world reduces AS by 1, in addition to the loss from the monthly Decay Roll.

ILL EFFECT: imbiber suffers Aural Shock 3.

Principle: Incorporeality (Lyahvi)
Use: Imbibed
Duration: Temporary

HEALING

An imbibed Healing elixir imparts three *instantaneous* effects.

[1] It eliminates all windedness and weariness fatigue; stops all bleeding; and removes STN, INC, UNC Shock States.

[2] Each instance of physical trauma receives a Healing, Course, or Advance Roll. Each trauma's rolls overlap with similar rolls from other arcane sources. Thus, an injury targeted by Balm (one roll) and a Healing elixir (one roll) together result in only one Healing Roll (although the elixir may offer second and subsequent rolls—see effect [3]).

[3] Each day thereafter, a d10 roll is made against a TN equal to AS. If successful, all traumas receive their applicable test. Whether the d10 roll succeeds or not, the AS is then reduced by 1. The daily d10 roll continues until AS is 0 or all trauma the character suffered the moment the elixir was imbibed are fully healed.

Injuries and ailments also receive their regular, natural Recovery Rolls. However, new trauma suffered during the process is unaffected by the current elixir. A character could imbibe a second Healing concoction to address the new trauma but risks Profusion (page 269).

ILL EFFECT: imbiber accrues *weakness* fatigue equal to base AS ×5. Each successful d10 SR against AS made as part of the elixir's healing routine also removes 5 weakness. Upon the last trauma to heal from the elixir, all weakness fatigue is removed, if any remain.

Principle: Life (Fyvrian)
Use: Imbibed
Duration: Instantaneous

Healing example*: having 10 fatigue and an already-treated S2 blunt injury to the skull (HR5), Galmos suffers a bleeding S3 edge strike to the abdomen and falls unconscious. As a 1-round action, an ally administers a* Healing AS7 *elixir. The unconscious Galmos fails (F) the Imbibing Roll, so the elixir heals with* AS6*.*

Galmos immediately becomes conscious, recovers from fatigue, and stops bleeding (no Bleeding Roll required). The S3 abdomen injury gets an HR3 Healing Roll (untreated)—it fails; the S2 skull receives a Healing Roll with its established HR5—it succeeds, reducing the S2 to M1. After the battle, the ally takes the time to treat the S3 abdomen injury, increasing its HR to 4.

The following day, a d10 roll is made against AS6. The roll is 4—success, so the two injuries receive Healing Rolls. Both are successful: the skull is fully healed, and the abdomen injury is down to S2. The AS6 drops by 1 each day, with the d10 rolls continuing until AS drops to 0 or the abdomen injury fully heals.

ICESHIELD

The imbiber receives a half AS increase to Armour Value against Frost impact in all locations, including area AV. This increase helps resist the Cold Hazard Roll (page 149 sidebar). Half AS×5 applies as a bonus to Cold Shock and Exposure Advance tests (page 185).

ILL EFFECT: imbiber accrues weariness fatigue equal to base AS×5.

Principle: Cold (Odivshe)
Use: Imbibed
Duration: Temporary

MENDING

A damaged or broken object or weapon is fully restored. A single elixir may be applied to any number of objects that weigh no more than AS×2 total pounds. It is usually not thrown—simply poured.

Swallowing a Mending elixir inflicts Alchemical Dissolution (page 267). Crucial Dissolution occurs on a d100 roll ending in [2·3·5·7·8·0].

Principle: Artifice (Jmorvi)
Use: Applied
Duration: Instantaneous

MIGHT

The imbiber may exert a burst of power that increases Strength score by 4. In addition to raising Strength ML, a burst affects the following characteristics:

- Strength Impact Modifier
- Heft
- Bow Draw
- Encumbrance Modifier

The strain the elixir puts on the imbiber's physique slightly increases the sensitivity to pain, offsetting any gains to Shock Roll the Strength increase might have offered.

The imbiber freely decides when to exert a burst, even reflexively, such as calling upon it when forced to make a Strength Roll. When exerted, the burst lasts AS rounds, at the end of which AS is reduced by 1. This is in addition to the loss from the monthly Decay Roll.

ILL EFFECT: creature suffers half base AS×5 penalty to Shock Rolls (HP d6 days • HR5).

Principle: Growth (Fyvria)
Use: Imbibed
Duration: Temporary

MINDSALVE

The elixir has three instantaneous effects.

[1] It removes the following conditions: withdrawing, routed, afraid, terrified, and catatonic.

[2] Each instance of PSY stress gets an immediate Recovery Roll (page 189).

[3] Each day thereafter, a d10 roll is made against a TN equal to AS. A success gives a Recovery Roll to all instances of PSY stress. Whether the roll succeeds or not, AS is reduced by 1. The daily rolls continue until AS is 0 or all stress suffered the moment the elixir was imbibed is removed.

The elixir has no effect on the Shadow. It can remove an associated state of mind, such as catatonic, but does not obviate or ameliorate Shadow Resistance rolls.

ILL EFFECT: imbiber accrues *weakness* fatigue equal to base AS×5. Each successful d10 roll against AS removes 5 weakness. Upon the last trauma to heal from the elixir, all weakness fatigue is removed, if any remain.

Principle: Mind (Savorya)
Use: Imbibed
Duration: Instantaneous

OBJECT AEGIS

When the elixir is poured on an object weighing no more than AS×5 pounds, it better resists arcane attunement (page 208) and Psychometry (page 263). An *attuner's* or *invoker's* test targeting the object includes a d10 roll against AS. A success decreases the test's success level by one and reduces AS by one. When AS reaches zero, the enchantment ends.

Swallowing an Object Aegis inflicts Alchemical Dissolution (page 267). Crucial Dissolution occurs on a d100 roll ending in [2·3·5·7·8·0].

Principle: Substance (Jmorvi)
Use: Applied
Duration: Instantaneous

PASSION

The imbiber acquires a psyche or sunsign trait Disorder (page 188), as specified by the alchemist during elixir preparation.

ILL EFFECT: creature expresses a random Impulse psyche trait (PSY = half base AS).

Principle: Emotion (Savorya)
Use: Imbibed
Duration: Temporary

PHYSIC

The AS of all elixirs affecting the imbiber are reduced by Physic AS. Imbibed elixirs are dispelled when their AS are reduced to 0 or less. Imbibing a Physic does not induce or contribute to Profusion.

ILL EFFECT: imbiber suffers Aural Shock 1.

Principle: Identity (Neutral)
Use: Imbibed
Duration: Instantaneous

POISON

The sign of AS modifiers in the Imbibing Roll are reversed: a CS *reduces* AS by 1, whereas a failure *increases* it by 1 (F) or 2 (CF). The imbiber then suffers a toxin with a one-round onset and period (HR = 10 – final AS). See Poison & Toxin (page 186). A Poison elixir has no Ill Effect and does not induce Profusion.

Principle: Toxicity (Jmorvi)
Use: Imbibed
Duration: Instantaneous

QUIESCENCE

The imbiber's soul becomes dormant and the body becomes inert. The sign of AS modifiers in the Imbibing Roll are reversed: a CS *reduces* AS by 1 and failures *increases* it by 1 (F) or 2 (CF). The AS reductions from the monthly Decay Rolls are inversed: –2 (S) or –1 (F). It has no Ill Effect and does not induce Profusion.

Principle: Stasis (Odivshe)
Use: Imbibed
Duration: Temporary

SHADOWBREATH

As a 1-turn action, the imbiber exhales Darkness principle in a 5-foot radius. The effect lasts AS minutes and follows the imbiber's movement. The area blocks line of sight and increases Stealth tests to hide within it by one success level. Each use reduces AS by 1, in addition to the loss from the monthly Decay Roll.

ILL EFFECT: imbiber accrues weariness fatigue equal to base AS×5.

Principle: Darkness (Odivshe)
Use: Imbibed
Duration: Temporary

SHOUT

As a 1-turn action, the imbiber may give a shout that deafens anyone within 30 feet and forces them to make a Shock Roll against SHK6. The deafness has HR5 and HP 10 minutes. Each shout reduces AS by 1, in addition to the loss from the monthly Decay Roll.

ILL EFFECT: imbiber suffers half base AS×5 penalty to PER and Awareness tests to listening from a ringing in the ears (HP d6 days • HR5).

Principle: Sound (Lyahvi)
Use: Imbibed
Duration: Temporary

SOULBUFFER

Soulbuffer absorbs Aural Shock levels that would otherwise effect imbibers who inhabit their body. Each instance reduces the elixir's current AS by an amount equal to the Aural Shock level absorbed. This is in addition to the loss from the Decay Roll. The elixir also absorbs Aural Shock levels that existed before the character imbibed it.

By absorbing Aural Shock, the elixir also protects a being's dormant soul from dissolution. The elixir has no effect on Aural Shock suffered by imbibers while they are inhabiting their soul.

ILL EFFECT: imbiber accrues weariness fatigue equal to base AS×10.

Principle: Aura (Savorya)
Use: Imbibed
Duration: Temporary

SOULCLOAK

When the imbiber is targeted by True Sight, make a d10 roll against a TN equal to AS. If successful, the True Sight automatically fails and AS lessens by 1. This is in addition to the loss from the monthly Decay Roll. The Reveal section in the page 209 sidebar lists esoterica capable of True Sight.

ILL EFFECT: imbiber accrues weariness fatigue equal to base AS×5.

Principle: Defence (Neutral)
Use: Imbibed
Duration: Temporary

SUSTENANCE

The elixir provides AS days of nutrition for an imbiber who is active (fighting, hiking, labouring). Halve a given day's expense if sedentary.

ILL EFFECT: imbiber accrues weariness fatigue equal to base AS×5.

Principle: Earth (Fyvria)
Use: Imbibed
Duration: Instantaneous

TRAUMASHIELD

The imbiber's Shock Rolls receive a d10 roll against a TN equal to AS. Success reduces both the SHK and the elixir's AS by 1. The AS-reduction is in addition to the loss from the monthly Decay Roll.

ILL EFFECT: imbiber accrues weariness fatigue equal to base AS×10.

Principle: Death (Fyvria)
Use: Imbibed
Duration: Temporary

VERITY

A Verity elixir reveals to imbibers any illusion (page 231) directly affecting themselves or visually appearing within 60 feet.

ILL EFFECT: imbiber suffers Aural Shock 1.

Principle: Illusion (Lyahvi)
Use: Imbibed
Duration: Temporary

WAKEFULNESS

Imbibers can go without sleep for AS days. Weariness fatigue is recovered in the regular time spans, but imbibers can remain awake throughout (page 176).

ILL EFFECT: imbiber suffers Aural Shock 1.

Principle: Action (Peleahn)
Use: Imbibed
Duration: Instantaneous

WARMTH

The imbiber exudes warmth in a 5-foot radius. The effect is identical to the Iceshield elixir, except the imbiber receives +2 Frost AV and +10 bonus to the various tests throughout duration; other creatures, while within 5 feet of the imbiber, each receive +1 Frost AV and +5 bonus to the same tests.

ILL EFFECT: imbiber accrues weariness fatigue equal to base AS×5.

Principle: Heat (Peleahn)
Use: Imbibed
Duration: Temporary

WEAKNESS

This elixir explodes when its container is forcibly smashed (from lobbing or throwing it down). Invisible fumes erupt in a 20-foot diameter. Creatures within it at the moment of explosion have their Strength score reduced by half AS. In addition to lowering Strength ML, this affects the following characteristics:

- Strength Impact Modifier
- Heft
- Draw
- Encumbrance Modifier

The torpor the targets feel decreases their sensitivity to pain. This offsets any penalty to Shock Rolls that the Strength loss might otherwise have caused.

Swallowing a Weakness elixir inflicts Alchemical Dissolution (page 267). Crucial Dissolution occurs on a d100 roll ending in [2·3·4·5·7·8·9·0].

Principle: Decay (Fyvria)
Use: Applied (blast)
Duration: Instantaneous

Divination

Like other arcanists, most diviners throughout Lythia understand magic forces Pvarically, according to the spectrum of elemental principles anchored by Earth, Metal, Fire, Air, Aura, and Water. Among the three arcane mysteries, divination interacts the least directly with the principles, and so its magic manifests the most subtly. Whereas the incanter directly channels ethereal energies to cast spells or invoke talents, and the alchemist obliquely manipulates them to create elixirs, the diviner merely observes them.

Diviners interpret the principles in order to make statements about the future. The three methods detailed in this section are Astrology, Runecraft, and Tarotry, although others exist throughout Kethira's many cultures. The arcane talents of Clairvoyance, Psychometry, and Visnomy are not divination, as their power concerns the present or past (likewise for the Savoryan spells Enquiry and Wisdom). However, the Prescience talent is the divinatory equivalent of Natural Attunement—an innate arcane ability to observe the future. Many revered 'oracles' throughout the world likely render their visions with Prescience. Whatever the method, all divination functions with a clear distinction between destiny and fate.

Destiny (Will)

Characters forge their own destiny through the decisions they make. In game terms, attribute and skill tests most obviously reflect this will: the player has the character undertake an action, the outcome of which is then expressed as failure or success. A character can change destiny by changing the course of action. An entire campaign, then, is a playing out of a character's destiny—the unknown future—through successive tests of action.

Fate

While both destiny and fate refer to the actions of a character's life, a character's fate is preordained as an element of timeless Kelestia (reality). Unlike destiny, it cannot be 'changed' because it does not follow from a character's actions, but rather always already encompasses them—no matter the choice. Thus, one may decide to step aboard a ship sailing to a far-off land (one course of destiny)—or not (another course of destiny). But whatever the character's choice—whatever the destiny—fate already contains or 'knows' that choice.

Divination attempts to glimpse fate, not destiny. This narrative concept has always been difficult to reflect in the mechanics of an RPG. However, the following rules for Fate Points manifest just exactly that, enabling players to control their character's destiny through their decisions, while still reflecting the ineluctable march of the character's fate throughout those very same choices.

DIVINATORY BLINDNESS

Critical Failures in several divinatory ability tests detailed in this section can cause Divinatory Blindness, a dangerous exposure to the principles being viewed by the arcanist. When this happens, roll d100:

D100	DIVINATORY BLINDNESS
01–75	**MINOR HAZE**: the divinatory vision is exposed to pure principle, resulting in Aural Shock 1 (page 190).
76–95	**SERIOUS HAZE**: same as 01–75, but the haze inflicts Aural Shock 3.
96–00	**GRIEVOUS HAZE**: same as 01–75, but the haze inflicts Aural Shock 5.

Crucial Divinatory Blindness: a Divinatory Misfire Roll ending in a 5 or 0 results in Crucial Divinatory Blindness. In addition to the corresponding Aural Shock, the diviner suffers *actual* blindness (page 184). Every d3 days, test **HB × HR5** on the EXPOSURE HEALING ROLL table (page 185). When HR rises to 6, the blindness is removed.

FATE POINTS

A character's soul functions with the same timelessness as does fate. In addition to gauging how well characters can manipulate arcane energies, Aura also determines how readily the soul reveals its own fate. Such opportunities to glimpse this truth are quantified as Fate Points (FP).

When a player wishes to reveal a PC's fate (ultimate reality) out of his or her destiny (chosen course of action), consult the following Fate Routine.

Fate Routine

The moment some test of the PC generates a success level (CF·F·S·CS), the player may decide to make *one* Fate Roll to improve it. The character must possess at least 1 Fate Point and must not currently suffer from Aural Shock (see other Fate Roll Prohibitions, right). The previous test for which the Fate Roll is made is called the *Fated Test*.

To make a Fate Roll, follow these steps.

[1] Test: a Fate Roll tests ML50 + Aura Secondary Modifier. The Fate Attunement ability permanently increases this ML by an amount equal to the highest Index of Astrology, Runecraft, Tarotry, or Prescience.

[2] Sunsign: further adjust the Fate Roll by the Sunsign Modifier of the skill group to which the Fated Test's skill belongs. This can be –15, –10, –5, 0, +5, +10, or +15. Fated attribute tests and Healing Rolls have zero modifier.

[3] Other Bonuses: add bonuses from other sources, such as from Harmony (Savorya II), Runecasting, and Tarotry.

[4] Fate Roll: resolve the test on the Fate Roll table (fatigue, impairment, or Shock State have no effect):

FATE ROLL	
CF	No effect and character loses one FP.
F	No effect.
S	+1 success level to Fated Test and character loses 1 FP.
CS	+1 success level to Fated Test and no FP loss—or (player's choice) +2 success level to Fated Test and loss of 1 FP.

[5] Result: apply the result to the Fated Test's success level and proceed as if that were its in-world result all along. Fate Rolls can even increase a Fated Test CS—simply add one victory star per success level increase from the Fate Roll to the original CS result.

If the Fate Roll calls for it, reduce the character's Fate Point total by 1, down to a minimum 0 FP.

Secondary Rolls: if the Fated Test included a Secondary Roll, then a Fate Roll S or CS makes the SR a success, if not so already. A Fate Roll F or CF leaves the SR unchanged.

Fated Tiebreaks: after applying a successful Fate Roll, the Fated Test always wins tiebreaks against non-Fated tests, no matter its original dice roll (see the following example).

Fate Roll Example*: a PC with Dodge ML53 tries to avoid a strike from an attacker with Melee ML72. The PC rolls 55 (CF) and the attacker rolls 62 (S). The PC makes a Fate Roll to improve the CF. With AUR12 (Secondary Modifier +5) and Feneri Sunsign (+5 Combat Group modifier), the Fate Roll has EML60 (50 + 5 + 5). The d100 result is 15 (CS).*

The PC has two choices: (1) lose no FP and improve the Fated Melee skill test one level to a Failure; or (2) lose one FP and improve it two levels to a Success and a tie with the attacker. Since Fated rolls always win tiebreaks, the PC chooses the second option, receiving a one-star victory despite the literal Dodge roll number (55) being lower than the attack roll (62).

FATE ROLL PROHIBITIONS

No test involving AUR may be a Fated Test. Aura and Esoterica skill tests and SR may never be altered by a Fate Roll. The Aura attribute already implies the most powerful connection to Kelestia: no more can possibly be 'revealed'.

No random roll may be a Fated Test. For example, the results of Zone and Location Dice, impact rolls, and d100 Spell Misfire rolls may not be altered by a Fate Roll.

No personal Fate Roll is allowed at 0 FP. With no Fate Points, characters may only make a Fate Roll if they have access to a source of FP other than their own, such as the 'FP pools' associated with Rune-engraved objects.

No creature or NPC has Fate Points. Creatures and NPCs have destiny in the world, but the initial results of the GM dice rolls for their actions already reflect their fate.

Fate Point Increases

At the end of a game session, a d10 is rolled for each PC who currently has 0 to 4 FP (no d10 roll is made if the PC has 5 or more FP). If the result *exceeds* the current FP amount, 1 FP is added to the total. If the d10 result is equal to or less than the current FP, there is no increase.

Gaming groups may prefer to make such Fate Point Increase rolls once per in-world month, rather than per game session. GMs may also choose to grant extra rolls (or automatic amounts) at important narrative milestones of the campaign, similar to XP and SDR awards (page 413).

Divination: the skills of Astrology, Prescience, and Trance can provide additional Fate Point Increase rolls, even allowing for a PC's FP total to rise above 5. See the Divination Readings and Divination Objects sections in the Astromancy Routine (page 280) for more details.

Earthmaster objects and Runecrafted objects can also express Fate Point *pools*, allotments of FP that PCs may spend independently of their personal FP amounts. Once spent, the FP granted by such objects are permanently lost.

Fate Increase Example*: a PC ends a game session with 4 FP. A d10 is rolled: a 7 exceeds the 4 FP, so the PC gains 1 FP, raising the new amount to 5. The following session ends with the PC still having 5 FP, so no d10 Fate Point Increase roll is made this time.*

Astrology

The world of Kethira is the second of five known planets orbiting the star Nolomar. Astrologers observe and interpret the alignment and motion of the planets, sun, and Kethira's moon—Yael—as expressions of the Pvaric elemental principles. Astrology allows them to translate these observations into predictions about a person's future. While such projections can be vague, even their subtle accuracy makes astrologers popular among both kings and common folk.

Astrologers have three core abilities—*Star Attunement*, *Sunsign Perception*, and *Astromancy*. These require concentration (page 182) and have the same trauma restrictions as Arcane Talent use (page 259). Astrologers also have the special quality called *Fate Attunement* (sidebar).

Star Attunement

Astrologers may study the alignment of the stars in order to increase the opportunities for their own soul's chance to connect to fate. To attempt such Star Attunement, the astrologer follows these steps:

[1] Time: the astrologer studies the stars for one hour at night-time.

[2] Night Sky Modifier: apply a modifier to the test according to the cloud cover of the night sky—Clear (0) or Cloudy (–20). Star Attunement is not possible in Overcast conditions.

[3] Test: make an Astrology test with the Night Sky modifier on the Star Attunement table (sidebar). All types of fatigue apply. A Grievous skull injury or being stunned or incapacitated prevent it altogether.

[4] Duration: the result of the Star Attunement roll lasts 30 days, regardless of success level.

Sunsign Perception

An astrologer who spends time in conversation with someone through a common language may attempt to ascertain the person's sunsign. Knowing this essential element of personality enhances the astrologer's persuasion tests against the target. Successful Sunsign Perception also serves as True Sight, enabling the astrologer to perceive the target's True Form (page 209 sidebar). All types of fatigue apply.

True Form: a character whose True Form is concealed may not be a target of Sunsign Perception.

[1] Time: ten-minute conversation (or one-minute with –20 penalty).

[2] Communication: the shared language complexity between the astrologer and the target modifies EML: *Index 0–2* (–10 penalty); *Index 3–5* (0); *Index 6–8* (+5 bonus); *Index 9 or more* (+10 bonus). Using a translator lowers these modifiers by 20. Without a shared language or a translator, Sunsign Perception cannot be attempted. Telepathic communication that has no language requirement grants +20 bonus.

[3] Test: test Astrology EML on the Sunsign Perception table in the sidebar. All types of fatigue apply, and Grievous skull injury or being stunned or incapacitated prevent it altogether.

[4] Duration: the result of the Sunsign Perception roll lasts 30 days, regardless of success level. However, successfully perceiving a True Form is permanent—astrologers retain it in their 'esoteric memory'.

FATE ATTUNEMENT

The study of the arcane mystery of fate increases the attunement of one's own soul to it. A character's Fate Roll ML is increased by an amount equal to the highest Index of Astrology, Runecraft, Tarotry, or Prescience.

STAR ATTUNEMENT

ASTROLOGY TEST	
CF	No effect, plus the astrologer tests Will. Any failure causes Divinatory Blindness (page 275).
F	No effect.
S	One extra d10 is rolled 1) when the Astrologer makes a d10 Fate Increase roll (page 276), and 2) for the Astrologer as a *querent* in Astromancy (page 280). In both cases, the lowest d10 result is then ignored.
CS	As for Success (S), but *two* extra d10 are rolled and *two* lowest results are ignored.

***Star Attunement Example**: on a clear night of 12 Halane, an astrologer attempts Star Attunement. With an Astrology ML81, the roll is 92—Failure (F) and no effect for 30 days. The following month on 12 Savor, the astrologer tries again, but this time under cloudy conditions. Against Astrology EML61, the roll is 25—Critical Success (CS). For the next 30 days, the astrologer rolls two extra d10s in both Fate Increase Rolls and for those resulting from being a querent in an Astromancy Roll.*

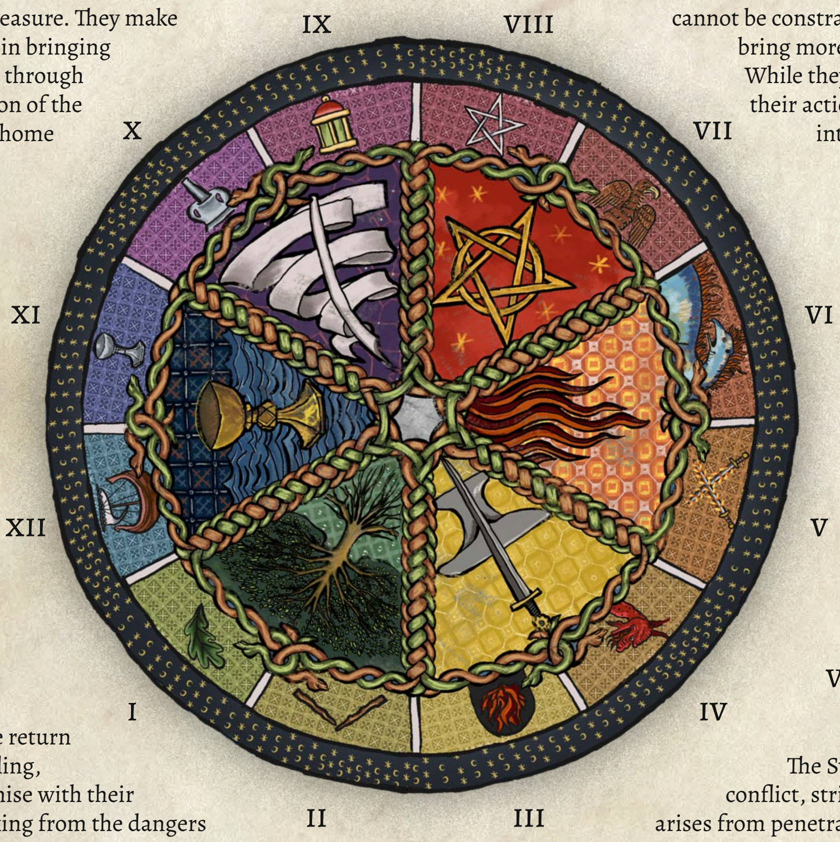
SUNSIGN PERCEPTION

ASTROLOGY TEST	
CF	No effect, plus target unsettled by astrologer. Attempts at persuasion have a –10 penalty indefinitely (until the astrologer successfully persuades the target).
F	No effect.
S	Astrologer fathoms the target's Sunsign(s) and True Form. Attempts of persuasion receive +5 bonus.
CS	Astrologer fathoms the target's Sunsign(s), Sunsign Personality Trait(s), and True Form. Persuasion tests receive +10 bonus.

***Sunsign Perception Example**: an astrologer converses with a foreign baron who has been visiting her own noble patron. Able to catch his ear for only a minute, the astrologer attempts Sunsign Perception against EML61 (lowered by 20 from the brief interaction; 0 modifier from her basic language fluency). The roll is 42—Success (S). She permanently fathoms his True Form and Tai sunsign, and has +5 bonus to persuasion skills against him for the next 30 days.*

SUNSIGN WHEEL

The Sunsign Wheel displays the twelve sunsigns on the outer rim in line with their corresponding Pvaric elements (convocations). Thus, the first sunsign of the year (I Ulandus) is positioned in the lower left, in line with Fyvria; the others appear counterclockwise from here, up to the top and down to the last sunsign of the year (XII Lado), corresponding with Odivshe. Astrological tables, such as on the following page, list sunsigns in order of their position in the Tuzyn Reckoning calendar, starting with Ulandus (first row/new year) through Lado (last row/end of year).



IX TAI: *The Lantern Bearer*

4 Savôr–2 Ilvín

The Lantern Bearer—also known as the Guide—represents the quest for pure knowledge, even at the cost of the mundane and earthly. Taians have great, sometimes naive, curiosity, and, while avoiding strong emotions, gladly teach others their discoveries.

X SKÔRUS: *The Mixer*

3 Ilvín–2 Návek

The Mixer blends intellect and emotion. Skorans enjoy life and bringing pleasure. They make good friends and delight in bringing people together, whether through their study and exploration of the world, or from founding home and family.

XI MASÂRA: *The Chalice*

3 Návek–1 Morgát

The chalice is the sign of love and pleasure, cool darkness, security and emotion. Its water symbolises the eternal—both fertility and death. A Masaran can share endless love, but also hold intense grudges or even express cold hatred.

XII LÁDO: *The Galley*

2 Morgát–3 Núzyæl

The Galley symbolises the return from a perilous, yet fulfilling, journey. Ladoans harmonise with their surroundings, not shrinking from the dangers of the sea. They remain afloat through any storm, only to sleep calmly and finally in winter.

I ÙLÁNDUS: *The Tree*

4 Núzyæl–3 Peónu

The great Tree speaks to change and rebirth of spring—the consistency of both decay and growth anew. Ulandans are often wise to the cycles of renewal and reliable in troubled times. Their aloofness to the world around belies a tenacious rootedness.

II ARÁLIUS: *The Wands*

4 Peónu–2 Kelén

The second and central sign of spring and earth, Aralius symbolises pure growth. The Wands sprout leaves from their severed lengths—just as an Aralian embraces the potential of the new and a zest for the life within.

VIII TÁRÆL: *The Pentacle*

5 Halánè–3 Savôr

The Pentacle manifests hidden knowledge and wealth through subtle, sometimes misleading, action. Tarælans approach problems indirectly, along a path of least resistance. While patient to the intangible, they also tend towards procrastination.

VII HÎRIN: *The Eagle*

6 Azúra–4 Halánè

Cousin to the Salamander's soaring spirit, the Eagle cannot be constrained. Hirinans, however, bring more precision to their flight. While they chafe against authority, their actions are swift and precise, intelligently aloof, and even merciless.

VI NADÁI: *The Salamander*

7 Ágrazhâr–5 Azúra

The Salamander mixes fire and air—a symbol of unfocused energy, visible but unreal. Nadaians are imaginative and spontaneous, yet moody. They evade destruction, rather than withstand it, and their dynamic action often bears little reward.

V ANGBERÉLIUS: *The Flaming Swords*

5 Laránè–6 Ágrazhâr

The Swords express action and conflict, strife and glory—that which arises from penetrating effort. Angberelians lead exciting lives—the questing warrior or the wild mage—and face troubles head-on, without subtlety.

IV ÁHNÙ: *The Fire Dragon*

4 Nólus–4 Laránè

The Dragon purifies what the Smith creates, preparing the world for renewal. Ahnuans are perfectionists, even intolerant and certainly critical. They favour experimentation and revolution, rather than conservation and the old.

III FENÉRI: *The Smith*

3 Kelén–3Nólus

The sign of forging and tempering, the Smith produces artifact from nature. Fenerians are manipulators, working productively to improve the world. They transform themselves through striving, evolving through ordeals whether successful or not.

Astromancy

An astrologer gives an astromantic reading for a character, called the *querent*, by taking the following steps. This requires concentration (page 182) by *both* parties, and trauma affects the reader just like it does in Arcane Talent use (step 2 on page 259).

True Form: no character whose True Form is concealed may participate in astromancy, as either reader or querent (page 209 sidebar).

[1] Reading Time and Cost: the reader and querent spend one hour in face-to-face communication—this is called the reading. Prestigious guild astrologers may charge 180d per reading (or 60d per star rating).

[2] Communication: the shared language complexity between the two modifies Astrology EML: *Index 0–2* (–10 penalty); *Index 3–5* (0); *Index 6–8* (+5 bonus); *Index 9 or more* (+10 bonus). Using a translator lowers these modifiers by 20. Without a shared language, translator, or telepathic communication (+20 bonus), the reading cannot take place.

[3] Astrological Position: determine the Astrological Position according to the exact date the astromantic reading takes place.

DATE OF ASTROMANTIC READING	POSITION
18 Morgát through all of Núzyæl to 17 Peónu	1st
18 Peónu through all of Kelén to 19 Nólus	2nd
20 Nólus through all of Laránè to 21 Ágrazhâr	3rd
22 Ágrazhâr through all of Azúra to 19 Halánè	4th
20 Halánè through all of Savôr to 17 Ilvín	5th
18 Ilvín through all of Návek to 17 Morgát	6th

[4] Astrological Modifier: find the modifier to the step 5 Astromancy Roll according to the *querent's* birth Sunsign and the reading's Astrological Position as determined in step 3. For cusp Sunsigns, use the modifier most advantageous to the querent.

QUERENT	ASTROLOGICAL POSITION					
SUNSIGN	1ST	2ND	3RD	4TH	5TH	6TH
Ùlándus	+15	+5	–5	–15	–5	+5
Arálius	+10	+10	0	–10	–10	0
Fenéri	+5	+15	+5	–5	–15	–5
Áhnù	0	+10	+10	0	–10	–10
Angberélius	–5	+5	+15	+5	–5	–15
Nadái	–10	0	+10	+10	0	–10
Hîrin	–15	–5	+5	+15	+5	–5
Táræl	–10	–10	0	+10	+10	0
Tai	–5	–15	–5	+5	+15	+5
Skôrus	0	–10	–10	0	+10	+10
Masâra	+5	–5	–15	–5	+5	+15
Ládo	+10	0	–10	–10	0	+10

***Example**: a reading on 21 Halane is in the 5th Astrological Position. A querent with a Hir-Tar cusp Sunsign receives +10 bonus to the Astromancy Roll.*

[5] Formulation: after the reading takes place, the astrologer takes 3d6 hours to formulate the reading. This formulation must take place within 30 days of the reading or the astromancy fails.

ASTROMANTIC READINGS

The Kethiran zodiac is grouped into twelve sunsigns according to Pvaric principles. The scheme's progression symbolises life from birth to death and back to rebirth—from the beginning of Spring (I Ulandus) to the end of Winter (XII Lado). The six convocations of the Pvaric Wheel match this sequence—from the active growth of Fyvria to the entropic silence of Odivshe. The illustration of the twelve sunsigns and the six convocations on page 278 begins with Ulandus/Fyvria in the lower left section, circles to the right and up, and ends with Lado/Odivshe in the middle left.

Astromancy is the astrologer's ability to interpret the Pvaric elements—as expressed through observations of the planets, moon, and sun—into probable statements about a person's future. Such statements are called a *reading*. However, in-game, no literal description of the future need be provided by the GM. Instead, the likely vague in-world advice given by the astromancer manifests as an increase to Fate Points, reflecting greater insight concerning the character's future.

Thus, when a character's Fate Points have been used to affect the success level of a later action, such as blocking an enemy's sword strike, the player should view this as a fate that has always been dictated for the character despite the game mechanic of making the Fate Roll 'after the fact'. For the character, it was always so in-world. If the spent Fate Point had resulted from an astromantic reading, the character would likely have gleaned some earlier cryptic admonition from the astrologer ('*you shall one day soon fend off an aggressor at a timely moment*'). On the other hand, if the in-game Fate Roll had failed to improve the block, then the in-world reading would have reflected that fate instead ('*it is folly to wish for succour at all times*').

NARRATIVE ASTROMANCY

In addition to the quantified game mechanics related to fate, the GM is also encouraged to narrate specific elements of a reading that will contribute to the unfolding campaign. Thus, when characters visit an astrologer, the GM will not only guide them through the Astromancy Routine but could also roleplay several cryptic utterances that their characters hear from the astrologer. The content could be red herrings but, better yet, could instead include a pertinent name or place that furthers the story or primes the players for later recognition. Such creativity contributes great value to an RPG, independent of game mechanics.

ASTROMANCY EXAMPLE

An astrologer in the town of Aleath on the southern coast of Hârn gives an astromantic reading:

Astrology ML84 · Drawing ML52 · Maths ML66

The reader spends an hour with the querent. They share a common language of Basic complexity (0 modifier). The querent has a Hirin Sunsign and the reading takes place on 10 Kelen (–5 Astrological Modifier). After the reading itself, the astrologer spends 3d6 hours formulating the reading—8 hours.

The reader's Drawing Index 5 applies 0 modifier to Astrology EML, producing a final Astromancy EML79 and Mathematics TN6. The Astromancy Roll is 37 (S) and the Secondary Roll is 8 (F). The SV equals 8 (Astrology Index 8 + 0 from the Success + 0 from Mathematics SR).

Since the reading resulted in SV8 (four stars), four d10 rolls are compared to the querent's current FP total of 4: 10, 9, 4, 5. Three rolls exceed the FP4, so the character adds three to the total, up to FP7. The astrologer has also now perceived the querent's True Form; this does not alter Astromantic readings, but such True Form perception might affect other actions the astrologer takes involving the querent (see page 209 sidebar).

The GM notes the reader–querent pair, the date of 10 Kelen, and the FP increase of 3. The reader cannot produce a reading for this querent for 30 days. The querent could consult other astrologers during the same 30-day period (or perhaps be included in a Vision of someone with the Prescience arcane talent), but new results apply only if four or five d10 rolls exceed the character's current FP total (whatever that is at the given moment). Even if so, it would result in only +1 or +2 FP, respectively.

FATE INCREASE EXAMPLE

The querent in the above Astromancy example currently has 7 FP. During the next gaming session, the character loses 2 FP, bringing the character's total down to 5 FP. At the end of the session, the player does not make a d10 Fate Recovery roll, because current FP is not 4 or less.

The campaign continues next session and the PC loses 1 FP, ending with 4 FP. The PC was also bequeathed a Rune Piece of the Weapon Rune that provides 1 FP (usable for Melee fated skill rolls—see page 284). This 1 FP is an independent 'pool', and, since the PC's personal Fate Point total is 4, a d10 Fate Point Increase roll is made after the session. The die roll is 6, increasing the PC's FP to 5.

At this point, the campaign has progressed 45 days beyond the date of the PC's Astromantic reading on 10 Kelen, so any d10 rolls from a new Astromantic reading would impart 1 FP only if they exceed 5. However, the character and allies find themselves deep in the desolate Ternu Heath, far from the astrologer in Aleath.

[6] Astromancy Roll: the astrologer makes an **Astrology (Drawing · Mathematics SR) Success Value** test. Modify the EML further by the reader's fatigue (all types); the shared communication between reader and querent (step 2); and the Astrological modifier (step 4).

Mathematics SR: with an Astrology test success (S or CS), increase the resulting SV by 1 if the Mathematics SR succeeds.

SV	ASTROLOGY (DRAWING · MATHEMATICS SR) SUCCESS VALUE TEST
≤2	OBSCURITY: the querent's Fate Points are unaffected.
3–4	AMBIGUITY: reader makes an Empathy test, and any success grants a d10 roll. If the d10 result exceeds what was the querent's FP total before the reading, increase this FP total by 1 (just as for Clarity, below).
5 ☆1	CLARITY: for each star produced by the reading, one d10 is rolled. Each separate d10 result that exceeds the querent's current FP total (before the reading) increases this FP amount by 1. Such additional FPs even apply to querents who had 5 or more FP before the reading. See the Reading and Querent Limitations entries, below, for more information.
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

Critical Failure: The astrologer makes a **Will** test. Any success means the reading proceeds as usual. Any failure means the querent's FP are unaffected (no matter the resulting SV), and the astrologer also must roll for Divinatory Blindness (page 275).

READER LIMITATIONS

The same astrologer cannot produce a new reading for the same querent more than once per 30 days, as counted from the most recent reading. Astrologers may perform a reading on themselves—simply count them as both reader and querent.

READER TRUE SIGHT

A successful Astromancy Roll in step 6 (S or CS) also reveals the querent's True Form to the reader. While a failed roll could still very well result in FP-increase rolls for the querent (from a high enough SV result), an F or CF test result does not provide the reader with enough of an indelible sense of the querent's True Form.

QUERENT LIMITATIONS

The same querent may seek readings from as many different diviners as desired and afforded during any given 30-day span. However, subsequent readings apply only if their FP increase exceeds those of all other diviners. If so, increase the querent's FP total by how much the new reading's FP increase exceeds the highest increase of the others.

Thus, the GM must note: 1) the querent–reader pair, 2) the reading date, and 3) the number of FP increased from each reading or source.

Divination Readings: for purposes of Querent Limitations, the term 'diviner' also applies to those who express the Vision ability of the *Prescience* arcane talent (page 263), and to those who impart oracles from an *Energy Spirit Rite* (page 305). The FP increased by these two divination techniques and by Astromancy overlap for the same recipient.

Thus, if an Astromantic reading imparts 2 FP and later, within the same 30-day span, a Prescience test of Vision imparts 3 FP, then the character only receives 1 FP from the later Vision, regardless of whether the previous 2 FP have already been spent or not.

Divination Objects: the Nagarith Earthmaster object (page 130) and the Engraved Objects of Runecraft (page 284) impart *independent pools* of FP apart from the FP granted by Astromancy, Prescience, and Energy Spirit Rites. They do not affect querent limitations, as explained above.

Runecraft

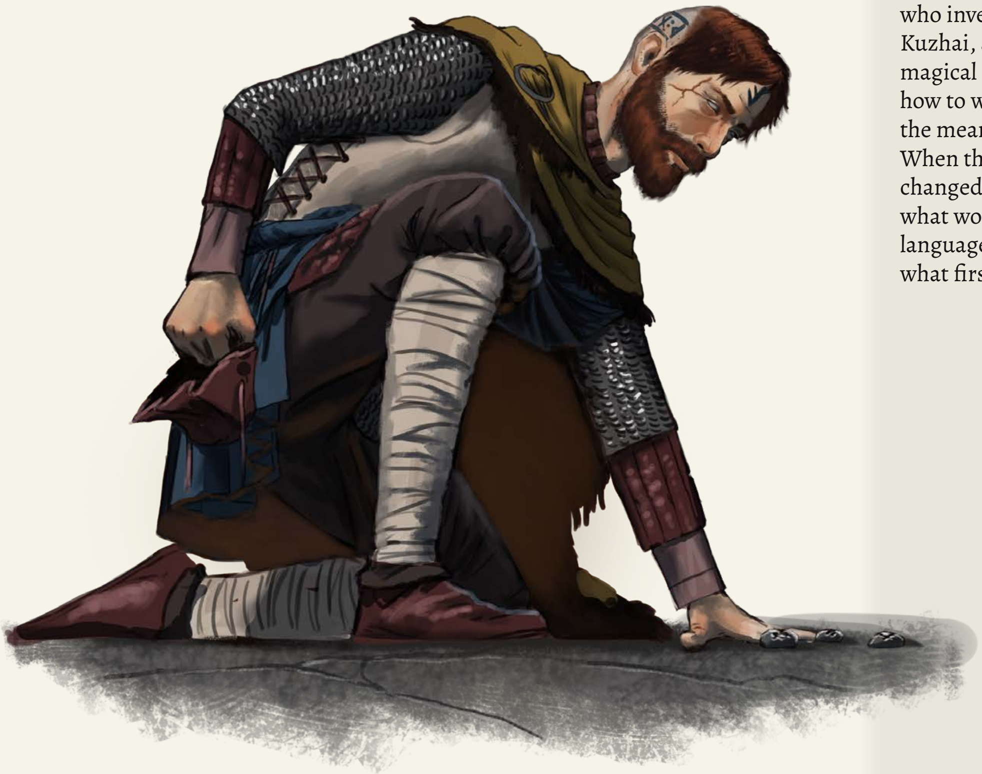
Like other methods of divination, runecraft is in part the arcane ability of observing and interpreting elemental principles in order to make statements about the future. Less overtly Pvaric than astrologers with their zodiacal approach, runecrafters find the manifestation of the telltale principles through the reading of runestones. The divinatory 'casting' of them appears to be a practice almost exclusive to the northern peoples of the Ivinia and Harbaal regions, together with the Kuzhai, the likely developers of the very skill itself.

Runecrafters have two core abilities—*Runecasting* and *Rune Engraving*. They also share with all diviners a quality that enhances their own Fate Rolls—*Fate Attunement* (sidebar). As a reflection of the dynamic heroic culture shared by both Ivinians and Kuzhai, runecrafting produces a powerful yet fleeting glimpse of fate, as compared with the more ponderous and scholarly astrological approach. None of the abilities cause the arcanist to accrue fatigue, although both Runecasting and Rune Engraving carry the risk for Aural Shock.

RUNESTONES

A set of runestones consists of 25 small pieces of stone, each carved with a unique symbol reflecting its nature. The stones themselves are not magical and do not require attunement; rather, the runecrafter's ability lies in the skilful arcane interpretation of them.

Eighteen of the runestones are uniform among all runecrafters and represent fundamental concepts. They are often referred to as the *Lifestones* (sidebar). A set's seven remaining runestones are idiosyncratic to the runecrafter's culture. Two examples of such *Kinstones* are detailed here—those of the Ivinians and Kuzhai (sidebar).



FATE ATTUNEMENT

Studying fate intensifies the soul's own connection to it. A character's Fate Roll ML is increased by an amount equal to the highest Index of Astrology, Runecraft, Tarotry, or Prescience.

RUNESTONE NAMES

LIFESTONES

Battle
Bear
Beast
Blood
Clan
Courage
Guide
Hero
Mountains
Prudence
Song
Strength
Tempest
Warrior
Wealth
Weapon
Wisdom
Wolf

IVÍNIAN KINSTONES

Ice
Madness
Prison
Ship
Shipmaster
Sled
Water

KÚZHAN KINSTONES

Builder
Defender
First
Maker
Provider
Tunneller
Wanderer

RUNIC SCRIPT

The Kuzhai taught the tribal Yarili their angular Khruni script, but it was the Yarili who invented runecasting and taught it to the Kuzhai, and to others. The Ivinians learned the magical uses of runes from the Yarili before how to write with them, and so for them the meanings of the runes were paramount. When they started writing with them, they changed the values of the letters according to what words had those meanings in their own language, and this massive reassignment is what first distinguished Khruni from Runic.

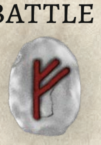
RUNE POWERS

RUNE NAME *(Kinstone culture)*

Rune concepts

Fated test or roll

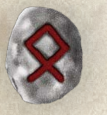
BATTLE



Struggle · leadership

Command

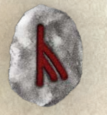
BEAR



Great protector · resistance

Endurance

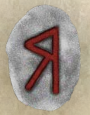
BEAST



Unnatural enemy · horror

Fear Roll when facing Aberrance

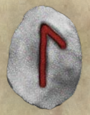
BLOOD



Healed wounds · injury

Advance, Course, & Healing Rolls

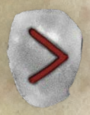
BUILDER *(Kúzhan)*



Stone · sturdiness

Engineering · Masonry

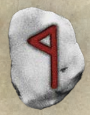
CLAN



Family · favour

Charm · Kinship Roll

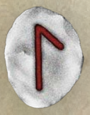
COURAGE



Focus · resolution

Morale & Fear Rolls (non-aberrance)

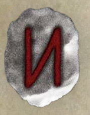
DEFENDER *(Kúzhan)*



Valiance · fortress

Block & Dodge defences

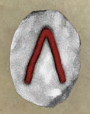
FIRST *(Kúzhan)*



First Mother · royalty

Discourse · Heraldry

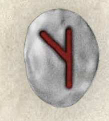
GUIDE



Attention · direction

Missile Attack

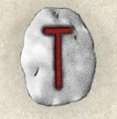
HERO



Action · endeavour

Agility · Climbing · Dexterity · Jumping

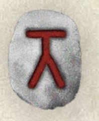
ICE *(Ivinian)*



Cunning · secrets

Guile · Intrigue

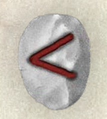
MADNESS *(Ivinian)*



Decision · discretion

Psyche Recovery Roll

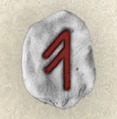
MAKER *(Kúzhan)*



Craft · ingenuity

Jewelcraft · Lockcraft · Weaponcraft

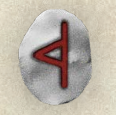
MOUNTAINS



Wilderness · danger

Survival

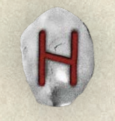
PRISON *(Ivinian)*



Boundaries · escape

Acrobatics · Legerdemain

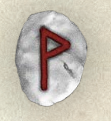
PROVIDER *(Kúzhan)*



Renewal · restoration

Physician

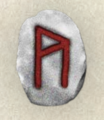
PRUDENCE



Analysis · reflection

Reason · Creativity · Mathematics

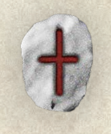
SHIP *(Ivinian)*



Travel · tenacity

Seamanship · Shipwright

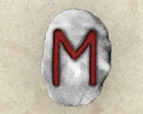
SHIPMASTER *(Ivinian)*



Seeker · horizon

Piloting

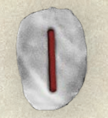
SLED *(Ivinian)*



Instrument · progress

Animalcraft (droving) · Riding

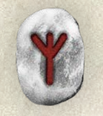
SONG



Imagination · joy

Musician · Singing

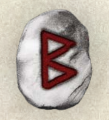
STRENGTH



Power · subjugation

Strength · Grab & Press tests

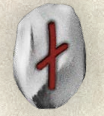
TEMPEST



Trauma · challenges

Shock

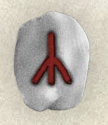
TUNNELLER *(Kúzhan)*



Home · secret power

Mineralogy · Metalcraft

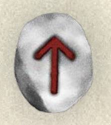
WANDERER *(Kúzhan)*



Information · discovery

Empathy · Intrigue · Language

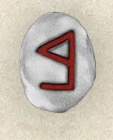
WARRIOR



Reaction · surprises

Awareness · Reaction Roll

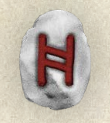
WATER *(Ivinian)*



Life · sustenance

Fishing · Swimming

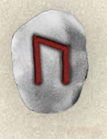
WEALTH



Trading · money

Mercantilism

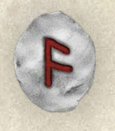
WEAPON



Aggression · enemy

Melee Strike

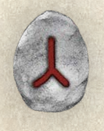
WISDOM



History · society

Folklore

WOLF



Animal · opportunity

Stealth

Runecasting

A runecrafter's ability to divine the future requires the casting of the runestones—not as in spell*casting*, but rather more in the sense of *throwing*. The diviner places the runestones in a bag, gently shakes it, and then extracts a number of pieces according to the particular reading. In the more complicated readings, the several extracted stones are then placed on a surface in a specific pattern, whereupon each stone's customary meaning is interpreted in the context of its relative position and facing. While some traditions utilise wooden objects for runecasting, such runesticks function just like the stone versions.

A reading may be on one of three scales: *Close*, *Near*, or *Distant*. The scale refers to the temporal proximity of the caster's viewing of the querent's Fate. An immediate glimpse requires the casting of just a single stone, the interpretation of which takes mere seconds. Longer views involve multiple runestones and can take several minutes.

When a conscious runecrafter (the *reader*) makes a runecasting for someone (the *querent*), follow these steps. The reader must remain within 10 feet of the querent throughout the runecasting, and the endeavour requires concentration (page 182) by both parties. Readers may also be their own querents.

True Form: a character whose True Form is concealed may not be the querent of a Runecasting, as explained in the page 209 sidebar.

[1] Fate Scale: the reader announces the scale of the reading, itself perhaps informed by the querent's wishes (see sidebar for explanation of the terms in the following table).

RUNECASTING

SCALE	STONES	TIME	MODIFIER	DURATION
Close Fate	1	1 turn	+10	Index minutes
Near Fate	5	1 minute	0	Index hours
Distant Fate	25	10 minutes	–10	Index days

[2] Communication: the reader and querent's shared language complexity modifies the test: *Index 0–2* (–10 penalty); *Index 3–5* (0); *Index 6–8* (+5 bonus); *Index 9 or more* (+10 bonus). Using a translator lowers these modifiers by 20. Without a shared language or a translator, the reading cannot take place. Telepathic communication that has no language requirement grants +20 bonus.

[3] Runecasting Roll: make a **Runecraft** test on the following table:

Trauma: as with all esoteric actions, fatigue penalty applies. Usually no other impairment applies.

RUNECASTING ROLL	
CF	No effect—the querent's future is cloudy. The reader must make a **Will** test; any failure causes a roll for Divinatory Blindness (page 275).
F	No effect—the querent's future is cloudy to the reader.
S	Querent receives +20 bonus to the next Fate Roll made within duration. The runecaster also perceives the querent's True Form.
CS	Querent receives a +30 bonus *pool* for Fate Rolls made within duration. The querent selects a bonus for each given Fate Roll, reducing the remaining pool by a like amount. The runecaster perceives the querent's True Form.

[4] Duration: as given in step 1 according to scale.

RUNECASTING TABLE

Scale: a relative term describing how far into the querent's future the reader focuses.

Stones: the number of runestones drawn from the bag. This does not affect the game routine, aside from implying a greater complexity for the longer scales.

Time: the length of time the reader spends in concentration in order to draw, place, and interpret the runestones. The single stone of a Close reading need only be drawn and held.

Modifier: the modifier to the test, based upon Scale. Runecasting is clearer in the short term.

Duration: how long a runecasting remains accurate for the designated querent—a factor of Runecraft Index.

RUNECASTING LIMITATIONS

Reader: no runecrafter can produce a reading of any scale for the same querent more often than once per duration according to the current reading's scale—even if the reading failed.

Querent: among several readings by different runecrafters, the same querent benefits from only the reading with the highest success level (or the one that took place first among ties).

READER TRUE SIGHT

A successful Runecasting Roll in step 3 (S or CS) reveals the querent's True Form to the runecaster (page 209 sidebar).

RUNECASTING EXAMPLE

In the middle of a raging melee from a rival clan's assault, a runecrafter huddles behind a wall next to an allied PC warrior. Just before the warrior rushes into the fray, the runecrafter draws a single rune from his rune bag and utters a cryptic word of encouragement to the warrior. With a Runecraft ML71, the Runecasting Roll is against EML81 (+10 from the Close reading). A roll of 62 is Success (S)—the warrior receives +20 bonus to his next Fate Roll made within the next 7 minutes.

The warrior rushes out to engage the enemy. Within a minute, his critically failed Melee test in defence against an attacker successfully swinging a battleaxe could prove fatal. The warrior's player announces a Fate Roll to improve the CF (page 276). With an Aura 8 (ML40) and Combat Group modifier +5, the Fate Roll is against EML70 (ML50 – 5 AUR Secondary Modifier + 5 Combat group + 20 Runecasting bonus). The roll is 52—Success (S). The PC loses 1 FP and the Melee CF is raised to Failure (F), *enough to avoid both the CF Mishap and granting a Tactical Advantage to the foe.*

RUNE ENGRAVED OBJECTS

Rune Piece: a single rune is carved onto the face of a palm-sized medallion weighing less than one pound. One attuned possessor may wear, hold, or pocket it.

Maximum Runes:	1
Engraving Time:	5 + d6 days
Maximum Fate:	1 FP

Rune Device: up to half Runecraft Index runes are carved on an object that one attuned possessor carriers. The object must weigh between one and Runecraft Index × 5 pounds.

Maximum Runes:	Half Runecraft Index
Engraving Time:	10 + (d6 days per rune)
Maximum Fate:	3 FP

Rune Edifice: up to Runecraft Index runes are carved on an object too big or secure to be readily moved, such as a boulder, door frame, or ship's mast. Any number of people may attune to it. A rune edifice extends the range of proximate attunement to the crafter's Runecraft ML in feet.

Maximum Runes:	Runecraft Index
Engraving Time:	15 + (d6 days per rune)
Maximum Fate:	5 FP

USING RUNES

To benefit from runes, a person must attune to the *object* that displays them. Runecrafters automatically have bonded attunement with the rune objects they create. Others must establish it through one of the usual processes, usually by proximate attunement (page 208).

Attuned users may expend the object's Fate Points for Fate Rolls involving tests associated with any of the object's rune powers, as shown in the Rune Powers table (page 282). Specific tests are suggested, but the GM may include others that seem appropriate to the rune's general concepts. Once all the FP are spent, the object loses its rune powers and enchantment, severing all attunements.

RUNE ENGRAVING EXAMPLE

A runecrafter engraves a ship's mast as a rune edifice with two rune powers: Ship *and* Weapon. *The engraving time is 15 + 2d6 days (a 7 is rolled for 22 days). The ML75 crafter (Woodworking Index 4) rolls 61—Success (S)—and d10 roll 8—SR failure. This produces SV7 and a three-star result. Attuned crew within 75 feet of the mast can use the 3 FP on Seamanship, Shipwright, and Melee strike tests.*

STARTING ENGRAVED OBJECTS

Characters with at least Runecraft ML50 begin the game with any number of rune objects of any type whose total Fate Point installation equals half Runecraft Index.

Rune Engraving

Runecraft skill grants the diviner the ability to share with others the arcane energies inherent to each runestone. These 25 Rune Powers, as shown on page 282, reflect the nature of the 18 universal Lifestones and the 7 cultural Kinstones.

Through a careful process, the runecrafter engraves a rune into a small piece of stone or wood, or sometimes onto the surface of another object, such as a sword blade or boulder. During this arcane procedure, the runecrafter makes special runecastings to help guide the infusion of the rune power into the given object. Afterwards, anyone attuned to the rune object gains an insight into their personal Fate with regard to the rune's specific power.

Creating rune objects is called *engraving*. The crafter needs tools appropriate to the engraved object (small chisels, hammers, knives), but no workshop is required.

[1] Rune Engraved Object: the runecrafter chooses an object to engrave—a rune piece, device, or edifice (see sidebar).

[2] Rune Power: for each rune engraved into the object, crafters select a rune power from their set of 25 runestones, up to the maximum number of runes allowed by the object, as given in the sidebar.

[3] Engraving Time: the crafter spends the indicated number of days engraving the object (about 10 hours per day). Much of this time is spent in meditation, in addition to the physical process of carving the runes. Rune Engraving requires concentration (page 182) only during the 10 hours of actual work on any given day.

[4] Engraving Roll: after spending the engraving time in step 3, the arcanist makes a **Runecraft (Craft SR) Success Value** test. For the Secondary Roll, use the Craft skill appropriate to the object surface—Masonry, Metalcraft, or Woodworking. In addition to their esoteric qualities, Engraving Rolls are also technically physical tasks and so could be limited or prevented by injury impairment.

Craft SR: with a Runecraft success (S or CS), increase the resulting SV by 1 if the Craft SR also succeeds.

Trauma: any impairment to the hands and arms that would reasonably affect the crafting process applies to the Runecraft SV test.

SV	RUNECRAFT (CRAFT SR) SUCCESS VALUE TEST
≤ 4	INCOMPLETE: engraving fails; crafter must start over.
5 ☆1	COMPLETE: the rune engraving succeeds. The crafter may install a 'pool' of *one Fate Point* per star result in the object. The rune object limits the maximum number of FP that can be installed—Piece (1), Device (3), Edifice (5), as given in the sidebar. Excess stars beyond the number of Fate Points installed have no effect.
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

Critical Failure: at the end of the engraving time, the crafter tests **Will**; any failure causes Divinatory Blindness (page 275), spoiling the engraving. After recovery, the crafter must start over. Any Will test success allows the engraving to be completed if the Engraving Roll produced at least SV5.

[5] Duration: a specific rune has an Indefinite duration—until it is dispelled (page 251), until the crafter cancels its enchantment, or until all of the rune object's FP are expended (see Using Runes in the sidebar).

Tarotry

Tarotry lets an arcanist envision a querent's future by interpreting Pvaric ethereal energies through a tarot deck. Whereas astrology exhibits a long-term view of a querent's Fate—and runecraft, often a broad, fleeting glimpse of it—tarotry provides a focused look at the future. It also enables reader-querents to enhance the effect of their own incantations, and so tarotists very likely have some expertise themselves in spellcasting or invocation.

Tarotists have two core abilities—*Tarot Reading* and *Tarot Incanting*. They also share with all diviners a quality that enhances their own Fate Rolls—*Fate Attunement* (sidebar).

THE GÉNIN TAROT DECK

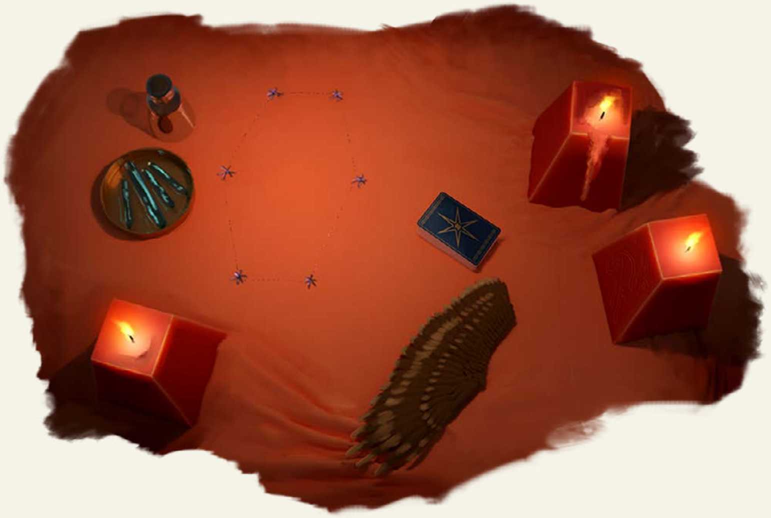
Of the many versions created over the centuries, the deck attributed to the Melderyni mage Genin (*c.*TR 490) is now used throughout all of Lythia, including among Ælrhin and Kuzhan diviners. A Genin deck consists of 72 cards: the 36 Minor Arcana and the 36 Major Arcana.

Minor Arcana: the 36 cards of the Minor Arcana are constructed out of six suits of six ranks each (sidebar).

Major Arcana: the 36 cards of the Major Arcana each have a unique card name and accompanying meaning. See The Génin Tarot table on the following page for more details, including how each Minor Arcana Suit and Major Arcana card relates to the Pvaric elements.

The cards themselves are not magical and do not require attunement; rather, the tarotist's ability lies in the skilful arcane interpretation of them. Certain traditions instead use marked sticks or dice, but, whatever the form, the divinatory effect is the same as long as a full set is used (price new: 40d). Missing cards or pieces must be replaced.

Tarot Reading and Tarot Incanting require the diviner to create a tarot spread with the deck. While nearly every culture has its own style, the most common is the *hexal spread*. The tarot spread is constructed in-world by the characters, not in-game by the players—but it would look much like that shown in the diagram in the sidebar and the image below.



FATE ATTUNEMENT

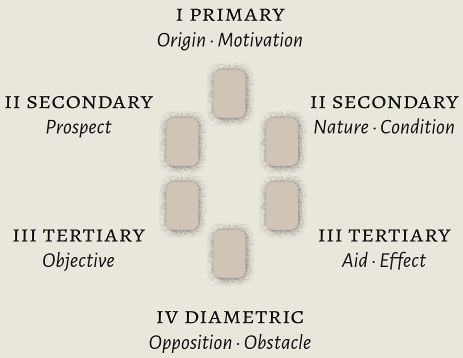
A character's Fate Roll ML is increased by an amount equal to the highest Index of Astrology, Runecraft, Tarotry, or Prescience.

MINOR ARCANA CARDS

SUITS	RANKS
Wands	1 Ace
Swords	2 Deuce
Flames	3 Page
Pentacles	4 Knight
Scrolls	5 Queen
Cups	6 King

THE HEXAL SPREAD

The 72 cards are shuffled and cut by the reader, with participation from the querent in some cases according to tradition or personal preference. The cards are placed face down and then dealt from the top and laid out in a hexagonal pattern of six cards. The cards are usually laid out on a simple tarot altar unique to the reader, such as a square piece of cloth on a chest or table. A single final card—called the Significator—is drawn and placed in the middle or set to the side. In the world, this is how many tarotists present the Hexal Spread:



NARRATIVE TAROTRY

Similarly to the suggestion given about Astrology and Astromantic readings, a GM can include creative descriptions of what the tarot reader might utter during the reading. Apart from the impact of the game mechanics of the reading, this narration can further enrich the unfolding story of the campaign. Moreover, gaming groups might enjoy employing a physical deck of their own to demonstrate or enhance the entire process.

THE GÉNIN TAROT

MINOR ARCANA

D12	SUIT	D6	RANK	ELEMENT	SKILL GROUP	INCANTING BENEFIT
1	Wands	1	Ace	Earth	Nature	Fatigue
2	Swords	2	Deuce	Metal	Craft	Resistance
3	Flames	3	Page	Fire	Combat	Index
4	Pentacles	4	Knight	Air	Physical	Gesture
5	Scrolls	5	Queen	Aura	Lore	Expertise
6	Cups	6	King	Water	Social	Cant

MAJOR ARCANA

D12	D6	CARD NAME	TAROT MEANING	ELEMENT	SKILL GROUP			CONVOCATION		
7	1	The Prince	*Lust · Success*	Earth	Nat 5	Soc 4		Fyv 5	Odi 4	
7	2	The Lovers	*Companionship · Whole*	Earth	Nat 6	Soc 3		Fyv 6	Odi 3	
7	3	The Dog	*Loyalty · Honesty*	Earth	Nat 6	Soc 2	Crf 1	Fyv 6	Odi 2	Jmo 1
7	4	The Healer	*Recovery · Hope*	Earth	Nat 6	Crf 2	Soc 1	Fyv 6	Jmo 2	Odi 1
7	5	The Boughs	*Cycles · Shelter*	Earth	Nat 6	Crf 3		Fyv 6	Jmo 3	
7	6	The Mason	*Imagination · Procedure*	Earth	Nat 5	Crf 4		Fyv 5	Jmo 4	
8	1	The Wolf	*Watchfulness · Ally*	Metal	Crf 5	Nat 4		Jmo 5	Fyv 4	
8	2	The Harp	*Artistry · Preparation*	Metal	Crf 6	Nat 3		Jmo 6	Fyv 3	
8	3	The Lock	*Tools · Complexity*	Metal	Crf 6	Nat 2	Com 1	Jmo 6	Fyv 2	Pel 1
8	4	The Smith	*Artefact · Results*	Metal	Crf 6	Com 2	Nat 1	Jmo 6	Pel 2	Fyv 1
8	5	Potence	*Resistance · Penetration*	Metal	Crf 6	Com 3		Jmo 6	Pel 3	
8	6	Escutcheon	*Defence · Triumph*	Metal	Crf 5	Com 4		Jmo 5	Pel 4	
9	1	The Chain	*Control · Captive*	Fire	Com 5	Crf 4		Pel 5	Jmo 4	
9	2	The Wyrm	*Power · Resources*	Fire	Com 6	Crf 3		Pel 6	Jmo 3	
9	3	The Bannerbearer	*Cause · Rally*	Fire	Com 6	Crf 2	Phy 1	Pel 6	Jmo 2	Lya 1
9	4	The Serpent	*Plots · Intricacy*	Fire	Com 6	Phy 2	Crf 1	Pel 6	Lya 2	Jmo 1
9	5	The City	*Transience · Multitasking*	Fire	Com 6	Phy 3		Pel 6	Lya 3	
9	6	The Pyre	*Renewal · Change*	Fire	Com 5	Phy 4		Pel 5	Lya 4	
10	1	Nólomàr (Sun)	*Warmth · Glory*	Air	Phy 5	Com 4		Lya 5	Pel 4	
10	2	The Salamander	*Wonder · Paradox*	Air	Phy 6	Com 3		Lya 6	Pel 3	
10	3	Aves	*Freedom · Fleeing*	Air	Phy 6	Com 2	Lor 1	Lya 6	Pel 2	Sav 1
10	4	The Magician	*Illusion · Finesse*	Air	Phy 6	Lor 2	Com 1	Lya 6	Sav 2	Pel 1
10	5	Wealth	*Good omen · Power*	Air	Phy 6	Lor 3		Lya 6	Sav 3	
10	6	The Sleepers	*Dreams · Bliss*	Air	Phy 5	Lor 4		Lya 5	Sav 4	
11	1	The Initiate	*Beginnings · Clean slate*	Aura	Lor 5	Phy 4		Sav 5	Lya 4	
11	2	The Fool	*Adventure · Spirit*	Aura	Lor 6	Phy 3		Sav 6	Lya 3	
11	3	The Sage	*Wisdom · Journey*	Aura	Lor 6	Phy 2	Soc 1	Sav 6	Lya 2	Odi 1
11	4	The Eye	*Essence · Answer*	Aura	Lor 6	Soc 2	Phy 1	Sav 6	Odi 2	Lya 1
11	5	The Scribe	*News · Communication*	Aura	Lor 6	Soc 3		Sav 6	Odi 3	
11	6	Equilibrium	*Balance · Acceptance*	Aura	Lor 5	Soc 4		Sav 5	Odi 4	
12	1	The Lady	*Rest · Pause*	Water	Soc 5	Lor 4		Odi 5	Sav 4	
12	2	Ocean	*Patience · Determination*	Water	Soc 6	Lor 3		Odi 6	Sav 3	
12	3	Cornucopia	*Plenty · Satisfaction*	Water	Soc 6	Lor 2	Nat 1	Odi 6	Sav 2	Fyv 1
12	4	The Cat	*Cunning · Insight*	Water	Soc 6	Nat 2	Lor 1	Odi 6	Fyv 2	Sav 1
12	5	The Shadow	*Deterrence · Coming dawn*	Water	Soc 6	Nat 3		Odi 6	Fyv 3	
12	6	The Abyss	*Unknown · Evolution*	Water	Soc 5	Nat 4		Odi 5	Fyv 4	

Tarot Reading

When a querent seeks a tarot reading, the tarotist creates a spread and Pvarically examines the resulting cards for their implicit ethereal energy as signs of the querent's future. The process requires concentration (page 182) by both parties. Querents may be their own readers.

True Form: no character whose True Form is concealed may participate in tarot reading, as either reader or querent (page 209 sidebar).

[1] Reading Time and Cost: the tarotist spends one hour making the reading. Arcanists may charge 90d per reading (or 30d per star rating).

[2] Communication: the reader and querent's shared language complexity modifies the test: *Index 0–2* (–10 penalty); *Index 3–5* (0); *Index 6–8* (+5 bonus); *Index 9 or more* (+10 bonus). Using a translator lowers these modifiers by 20. Without a shared language, translator, or telepathic communication (+20 bonus), the reading cannot take place.

[3] The Reading: test the reader's **Tarotry** on the Tarot Reading table.

Trauma: as with all esoteric actions, fatigue penalty applies. Usually no other impairment applies.

TAROT READING

CF	The querent's future is cloudy. The reader makes a **Will** test; any failure causes a roll for Divinatory Blindness (page 275).
F	No effect—the querent's future is cloudy to the reader.
S	Generate one significator. The reader also perceives the querent's True Form.
CS	Generate two significators; the querent-player chooses one and disregards the other. The reader also perceives the querent's True Form.

[4] Significator: the diviner examines all seven cards; in-game the gist of the reading manifests as a *single card* called the significator.

To generate a significator, roll d12 and d6 on The Génin Tarot table (page 286). A CS Tarot Reading Roll allows the querent-player to generate two significators and then select the one most desired.

D12	The d12 result directs one either to a Suite row in the Minor Arcana (results 1–6 in the upper half of the table); or to a group of six cards in the Major Arcana (results 7–12 in the lower half).
D6	After locating the d12 result, the d6 roll determines either a Rank if the d12 result was in the Minor Arcana, or a Card Name if the d12 result was in the Major Arcana.

[5] Significator Result: the benefits of a successful reading depend on whether the Significator was in the Minor or Major Arcana:

MINOR ARCANA	For the next 30 days, all Fate Rolls involving a Fated skill from the Skill Group that corresponds to the *Suit* get a bonus equal to the *Rank*.
MAJOR ARCANA	[1] For the next 30 days, all Fate Rolls involving a Fated skill from any of the Skill Groups that correspond to the *Card Name* get a bonus equal to the number after the Skill Group abbreviation. Plus: [2] One time over the next 30 days, the querent may increase a Fate Roll by one success level when the Fated skill involves a task corresponding to the card's *tarot meaning* or *element*. The decision to do so is made after the Fate Roll. A CS is still the highest possible Fate Roll success level.

TAROT READING LIMITATIONS

Reader: no tarotist can produce an accurate Tarot Reading for the same querent more often than once per 30 days—even if the reading failed.

Querent: the same querent benefits only from the reading with the highest success level within the last 30 days (break tied successes).

READER TRUE SIGHT

A successful Tarot Reading Roll in step 3 (S or CS) reveals the querent's True Form (page 209 sidebar) to the reader.

TAROT READING EXAMPLES

Example One: *a Tarot Reading generates a successful (S) Tarotry test and, thus, one significator. The d12 roll of 4 gives Pentacles in the Minor Arcana. The d6 roll of 3 gives a Page. The significator is therefore the* Page of Pentacles, *and means that the querent receives for the next 30 days a +3 bonus to Fate Rolls when the Fated skill is from the Physical skill group.*

Example Two: *a Tarot Reading generates a critically successful (CS) Tarotry test—two significators. For the first one, the d12 roll of 2 and the d6 roll of 1 produce the* Ace of Swords *in the Minor Arcana (+1 to Craft Fated tests for the next 30 days).*

For the second significator, the d12 roll of 8 refers to the second group in the Major Arcana. The d6 roll of 1 pinpoints The Wolf. *This means the querent receives for the next 30 days a +5 bonus to Fate Rolls when the Fated skill is from the Craft skill group, and a +4 bonus to Fate Rolls when it is from the Nature skill group. The querent's player selects the second significator as the actual result.*

The Wolf also increases by one success level a single Fate Roll made during the next 30 days when the Fated skill pertains to watchfulness or an ally, or to the element of metal. The GM and player should work out together when these meanings apply during game play. The player does not have to choose to apply this one-time increase until after the Fate Roll is made—and may choose not to apply it even if the Fated skill pertains to the Wolf concepts. Here are some suggestions of 'watchfulness', 'ally', and 'metal':

- *This most obviously could apply to a Fated Awareness test (watchfulness).*
- *It could also be used on a Fated combat skill in defence of a friend, or on a social skill when seeking an alliance (ally).*
- *It might find use with a test involving literal metal—the wielding of a sword or an exchanging of coins.*

SIGNIFICATOR: MINOR ARCANA

For 30 days, the tarotist receives an incanting benefit according to the *Suit*, for a number of times equal to *Rank*. Each benefit may only be applied once per spellcasting or invocation.

MINOR ARCANA BENEFITS

FATIGUE: reduce fatigue accrual by 5.

RESISTANCE: reduce target's opposed Spirit test to resist by 10.

INDEX: Increase the effective Index of the spell or talent by 1 for its duration.

GESTURE: Still Gesture allowed at no penalty when casting a spell; or receive +10 bonus to Invocation if the incanting is a talent.

EXPERTISE: receive +5 bonus to a Spellcasting or Invocation Roll.

CANT: Silent Cant allowed at no penalty if a spell; or receive +10 bonus to Invocation if a talent.

SIGNIFICATOR: MAJOR ARCANA

For 30 days, the tarotist receives the incanting benefits that correspond to *all* the Convocations listed in the last three columns of the Major Arcana table. Each benefit is received a number of times equal to the number after the Convocation's abbreviation. A given benefit may be applied only once per incanting.

MAJOR ARCANA BENEFITS

FÝVRIA: Fatigue (as for Minor Arcana).

JMÔRVI: Resistance (as for Minor Arcana).

PÈLEÁHN: Index (as for Minor Arcana).

LYÁHVI: Gesture (as for Minor Arcana).

SÀVÔRYA: Expertise (as for Minor Arcana).

ODÍVSHÈ: Cant (as for Minor Arcana).

TAROT INCANTING FREQUENCY

No tarotist can accurately perform Tarot Incanting more often than once per 30 days, no matter the success level.

TAROT INCANTING EXAMPLE

The Tarotry test of a Tarot Incanting is a Success (S), producing one significator. The d12 roll of 8 refers to the second group in the Major Arcana. The d6 roll of 1 pinpoints the significator within this group as The Wolf. *This means the tarotist receives over the next 30 days Jmorvi's metal benefit to spellcasting (Resistance) five times, and Fyvria's earth benefit to spellcasting (Fatigue) four times.*

Tarot Incanting

Uniquely among divinations, tarotry can directly affect the tarotist's own spellcasting and invocation. The diviner performs Tarot Incanting just like a Tarot Reading—by constructing a spread and determining a significator. However, here, querents *must* be their own readers and must maintain concentration throughout the process.

[1] Astrological Modifier: incanters are never more astrologically aligned than during the Sunsign of their birth. Apply a modifier to the test, below, according to the date of the Tarot Incanting test in relation to their birth sunsign. Follow steps [3] and [4] of the Astromancy Routine (page 279) to compute this modifier .

[2] Time: the reader–querent spends 1 hour in the reading.

[3] Incanting: test the reader–querent's **Tarotry** on the TAROT INCANTING table:

TAROT INCANTING	
CF	No effect and the querent–reader makes a **Will** test; any failure causes a roll for Divinatory Blindness (page 275).
F	No effect.
S	Generate one Significator.
CS	Generate two Significators. Choose one and ignore the other.

[4] Significator: generate the significator(s) by rolling d12 and d6 and consulting THE GÉNIN TAROT table in the same manner as in a Tarot Reading (step 4, page 287).

D12	The d12 result directs one either to a Suite row in the Minor Arcana (results 1–6 in the upper half of the table); or to a group of six cards in the Major Arcana (results 7–12 in the lower half).
D6	After locating the d12 result, the d6 roll determines either a Rank if the d12 result was in the Minor Arcana, or a Card Name if the d12 result was in the Major Arcana.

[5] Significator Result: the benefit to the reader–querent from a successful reading depends on whether the significator was in the Minor or Major Arcana (sidebar). Each benefit remains available until used within 30 days, or until 30 days have passed (if left unused).

ASTRAL MYSTERIES

The practitioners of the astral mysteries do not routinely manipulate the primal forces of Kelestia *from* the physical world. Instead, they manifest esoteric ability by journeying to the spirit world and petitioning for it. If successful, the astralist returns to the physical world, able now to express powers with an effect similar to arcane magic, just less dramatic and strange. An overview of Kelestia (reality) helps explain the processes involved in the astral mysteries. For further definition of terms, see the KELÉSTIA GLOSSARY (page 430).

KELÉSTIA

FEATURE	TYPE	KIND	SOUL	BODY	EXAMPLES
Entity	Living	Spirit	Yes	No	*Shade · Natural Spirit · Elemental*
		Being	Yes	Yes	*Person · Astral · Beast · Artefact (Will)*
	Non-living	Object	No	Yes	*Rock · Chair · Zombie · Artefact (Ego)*
Energy		Principle	No	No	*Earth · Metal · Fire · Air · Aura · Water*
		Place	No	No	*Ambient Fields · Ethereal Rivers*
		Gateway	No	No	*Barasi Point · Godstone · Vortex*

KELÉSTIA

As far as most Kethiran scholars have gathered, reality consists of two realms: the physical world and the spirit world. While the divine mysteries remain enigmatic with regard to this bifurcation, both the arcane and astral mysteries function as the result of interactions in these two worlds between various entities and energies.

Entity

An entity has an immortal soul in the spirit world or a mortal body in the physical world—or both. Entities are further distinguished as either living or non-living.

LIVING ENTITY

A living entity possesses a soul in the spirit world. Also called its True Form, this soul, while immortal, can suffer temporary dissolution, a condition akin to unconsciousness in the physical world.

Spirit: a spirit is a living entity with only a soul—there is no body to which it is naturally anchored.

Shade: a shade is created when the body of an astral traveller dies or when a being dies and the soul is left unclaimed. If the being suffered a great wrong at the time of death, the soul might remain hauntingly unrested—such a spirit is called a *ghost*.

Natural Spirit: a natural spirit lacks a body in its inherent state. However, some may assume form in the physical world, like the terrible Agrikan *V'hir* demons. Such an incarnation interacts with its surroundings in a way very similar to an actual body.

Elemental: the various intelligent elementals—such as the *Beleras* (fire elemental) or *Sheor* (water elemental)—are spirits capable of acting in the physical world by binding to their corresponding natural substance. They are likely even more primal than natural spirits.

Being: a being is a living entity whose soul in the spirit world is anchored to a body in the physical world.

Person: people are distinguished from beasts by their possession of a Morality attribute. A subset of people called *folk* are capable of possessing individual purpose. Folk include Humans, Ælrhin (elves), Darzulim (dwarves), Nadi, Malakta, and even the rarer Centaurin of the central Lythian plains.

Astral: an astral is a being who inhabits an active soul in the spirit world while the body remains inert in the physical world (disembodiment) or even disappears entirely (dematerialisation). Shamans actively take such journeys; dreamers might involuntarily do so, too.

Beast/Plant: all beasts and plants possess a soul in the spirit world, however faint in the latter's case.

Artefact (Will): an object magically infused with the soul of a living creature becomes a still-living Will-artefact.

NON-LIVING ENTITY

A non-living entity—such as a sailing ship or corpse—possesses only a body or shape in the physical world. These *objects*, while having no soul, still make a vague impression in the spirit world. An object infused with the spell False Soul becomes a non-living Ego-artefact.

Energy

Ethereal forces have neither a soul nor a body but still make a very powerful impression in reality.

Principle: the energy that incanters like Pvarists attempt to harness, such as Earth, Fire, and Aura. Principle energy can exist in both the spirit and physical worlds; objects infused with it become magic artefacts.

Place: energy in the spirit world that is anchored to a location in the physical world. Ambient fields, ethereal rivers—their variety and bizarreness seem limitless.

Gateway: ethereal phenomena that often transport entities or their thoughts. Arcanists can employ these forces for various uses in and between the physical and spirit worlds.

ASTRAL JOURNEY

Beings inhabit a body in the physical world anchored to a soul in the spirit world. Their perspective—sight, hearing, smell, touch—is limited to the landscape of the physical world and is tested with the *Perception* attribute and *Awareness* skill. Most folk and creatures exist this way their entire lives. Upon death the soul unanchors from the mortal body, and the being switches its physical world inhabitation and perspective to the spirit world.

ASTRALS

Beings who temporarily inhabit their soul in the spirit world while still living are called astrals. Their new perspective allows them to sense and move in the spirit world. Such an experience is called an astral journey.

ASTRALSCAPE

Astrals often call what they perceive during an astral journey as the spirit world's astralscape. Their *Empathy* attribute helps determine how well they 'see'—or, more accurately, feel—their surroundings. The impression entities and forces make in the astralscape also depends upon their own essential nature. Some even reflect to varying degrees the shape they take in the physical world.

Spirits are their True Forms in the astralscape. While an astral would not associate this with something commonly seen in the physical world, in most cases there is some correspondence. For instance, the glimpse of a demon in the physical world—however chilling—imparts a much more vivid and terrifying impression in the astralscape.

People inhabiting their bodies in the physical world come across to an astral less as a distinctive shape than as a multicoloured cloud, the intensity of which reflects the strength of their mental attributes. The glow of those with especially high Auras might even take on a translucent version of their bodily, physical shape.

Astrals manifest to other astrals as multicoloured shapes according to their mental attributes, as for people. However, since inhabitation has switched to their soul, the colours appear more vibrant and animated compared to those of folk still in the physical world.

Creatures and Plants present a guise according to their Aura. Animals glow more brightly than plants and more often resemble their physical forms. Plants register only slightly and might be difficult to discern, except for special examples—the appearance of an ancient tree in the astralscape more likely echoes its physical form.

Objects such as buildings, tools, or furniture seem dark and translucent in the astralscape, shadowy masses only vaguely matching their physical world shape and size. Artefacts with Ego personality produce greater clarity of the objects they inhabit.

Principle Energy is quite discernible in the spirit world. Spell effects in the physical landscape glow in the astralscape in colours corresponding to their convocation and in shapes and sizes reflecting their power. A high Complexity Level spell leaves a dramatic impression, even if its energy manifests unseen in the physical world (such as with a powerful charm spell).

Pure forms of ethereal energy pass in volatile streams and imposing shapes. Sometimes an astral traveller might perceive a slight portion of such energies disappearing in a tornadic spiral—evidence of an earthly mage channelling it into the physical world as a spell.

Place Energy displays itself readily in the astralscape. Arcane chantries in the physical world appear as busy, flashing nodes of coloured light. Some *lællyn* of Emelrene seem like vast multihued oceans or fast-moving rivers. Like principle energy, place energy strikes an unaccustomed astral as peculiar but not entirely unfathomable.

Gateway Forces manifest dramatically. Barasi Points rise vertically into the infinite 'sky' of the astralscape, with one end sometimes writhing unanchored to any point. Godstones express almost identically their physical-world shape and colour—but their grey hue here is brighter, nearly white. Scholars do not understand fully these strange edifices that some posit are actually living entities. The great mage Barasi al Kynvallwyn of Melderyn speculated that even Barasi Point filaments might be some form of spirit entity that comes into and out of existence through natural processes.

OTHER PHYSICAL WORLDS

Kethira is the nexus of a collection of seven physical worlds that includes Terra, Sherem, Losenor, Midgaad, Yashain, and the Blessed Realm. Esoteric methods are used to travel between the worlds, though none are certain and completely safe. The physical worlds are also sometimes called corporeal planes, and scholars believe there are many others beyond just the seven.

OTHER SPIRIT WORLDS

Entities and forces extrude from the physical world, with a geographical correspondence, into the spirit world—into what is often called the ethereal plane. This plane also extends as a connection between the various other physical worlds' own ethereal planes—thus, establishing a multitude of spirit worlds.

ASTRAL JOURNEY ROUTINE

When a being wishes to make an astral journey, follow these four steps:

[1] Lift the Veil .... page 291
[2] Inhabit the Soul .... page 293
[3] Engage the Spirit World .... page 294
[4] Lower the Veil........ page 298

Fatigue: only beings who currently inhabit their body suffer fatigue. Astralists who have accrued fatigue *before* an astral journey apply its penalty only upon *reembodiment* in the physical world (page 298). Beings in the physical world with a dormant soul *do* suffer fatigue penalty to Spirit tests, since they inhabit their bodies. This most often occurs when resisting spell effects and during Spirit Conflict (page 296).

[1] Lift the Veil

Astral journeys begin with would-be travellers inhabiting their body and having a perspective in the physical world. The first step is to gain access to the spirit world—to lift the veil that hides it from the physical world and allow the astralist to inhabit the soul. This may be done through one of *six different methods*.

METHOD ONE: TRANCE SKILL

Shamans and mystics throughout Kethira have developed ecstatic techniques to lift the veil. Whether through dance, chant, or meditation—according to tradition—these methods are treated identically as the Trance skill and require the following five steps.

Concoctions: hallucinogenic potions (page 75) allow imbibers to lift the veil more quickly during a trance and also give them a bonus to the Transcendence Roll in step 4.

[1] Test: Lifting the Veil tests **Trance** (Disembodiment talent adds its Index to Trance ML). The character must be conscious at the start. All types of fatigue apply as a penalty to the test except any that might arise from the trance technique, such as dancing. Anything that breaks concentration (page 182) also prevents or ends the trance.

Astralists suffer no fatigue or impairment penalty to tests *during* the astral journey. Trauma inflicted upon their bodies in the physical world has its usual effect—the character makes Shock Rolls—and any shock state short of KIA forces the astral to reembody (page 198).

[2] Time: one hour. Although varying by culture, each trance method requires a lengthy, uninterrupted rite to shift perspective and inhabitation to the spirit world.

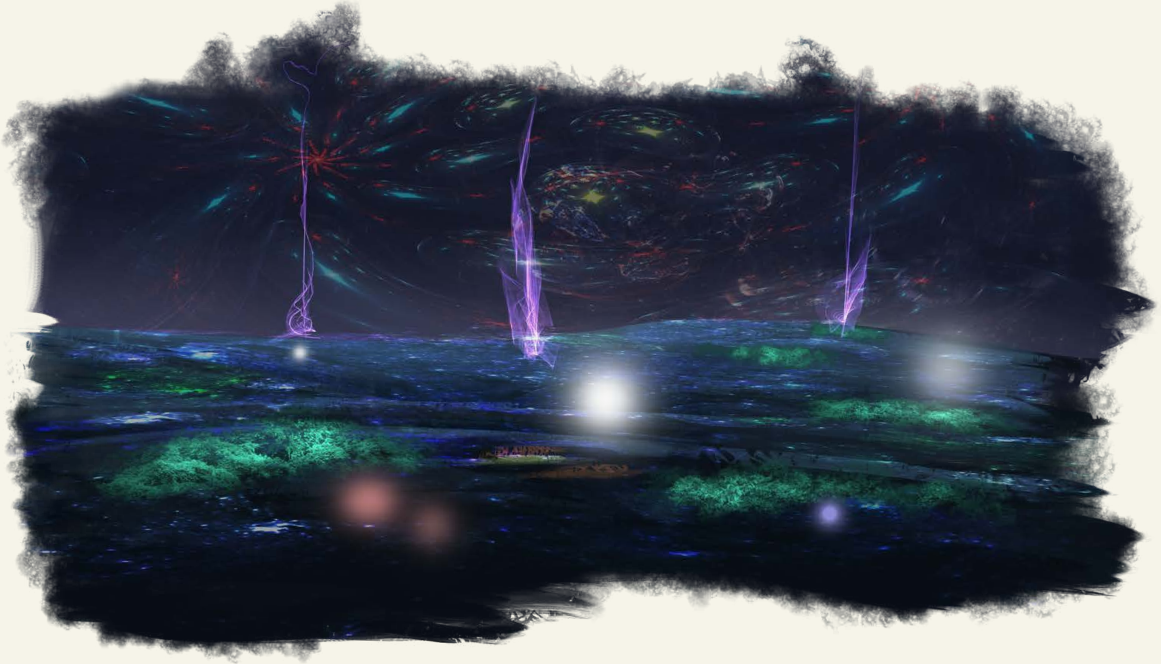
[3] Distraction: since some characters chant or dance to enter their trance, extraneous noises usually do not hinder the process. However, any disruption not part of the given technique—being awkwardly shaken, struck by a weapon, or affected by a spell—automatically ends the trance.

[4] Transcendence Roll: after the one hour time, test **Trance** on the TRANSCENDENCE table.

TRANSCENDENCE ROLL

	TRANCE TEST
CF	**NO EFFECT**: character makes a **Will** test; Failure (F) causes Aural Shock 1 (CF 2).
F	**NO EFFECT**: character may repeat the Transcendence steps.
S	**VEIL LIFTED**: astralist inhabits the soul and perspective shifts to the spirit world.
CS	**VEIL LIFTED**: astralist inhabits the soul and perspective shifts to the spirit world. Journey duration increases by d3 rounds.

[5] Result: if successful, the character's body becomes inert (a sort of benign coma), and perception and inhabitation switch to the spirit world. The astral journey has begun—proceed to the second step, Inhabit The Soul (page 293).



METHOD TWO: DISEMBODIMENT TALENT

The veil shrouding the spirit world can also be parted by an astralist possessing the Disembodiment talent—follow the steps for Invocation and refer to its specific entry (page 261). The same concoctions that enhance Trance tests usually do so here, as well. Disembodiment differs from Trance in two important ways.

Time: the 10 minutes to invoke the talent is considerably quicker than entering a trance.

Duration: the journey's maximum length in rounds equals Disembodiment Index. However, a CS Invocation Roll does not extend duration but rather offers the extra clarity of +10 bonus to all Spirit Actions in step 3 (page 294).

METHOD THREE: DREAMWALK ELIXIR

The most accessible method of transcending the veil is by imbibing a Dreamwalk elixir (page 271). It grants to any character the chance to lift the veil.

Time: the mere five seconds to imbibe an elixir makes this the fastest way to lift the veil.

Duration: the journey's maximum length in rounds equals the Alchemical Strength (AS) of the elixir—and thus derives from the skill of the concoction's maker and the Aura test of the imbiber (page 269).

METHOD FOUR: LUCID DREAMS

Whether or not all dreams a being has while asleep are astral journeys, some of them in fact are. Most scholars deem such Lucid Dreams as a weaker and passive version of the Disembodiment talent. However, they also believe them common to all living beings simply by virtue of their possessing a soul.

For beings inhabiting the physical world, each CS on an Aura test, a test of a skill with Aura in its Skill Base, or a Fate Roll, grants one Lucid Dream check during their next sleep. A CS on a similar test made by an astral in the spirit world does *not* grant such a check.

When called for, the Lucid Dream check is made by comparing a d20 roll with the being's Aura attribute score:

AURA ATTRIBUTE

D20	1–9	10–12	13–14	15	16	17	18	19	20	21+
1	·	·	·	·	·	·	·	·	·	·
2–5	·	·	·	·	·	·	·	·	·	1
6–10	·	·	·	·	·	·	·	·	1	2
11–12	·	·	·	·	·	·	·	1	2	3
13–14	·	·	·	·	·	·	1	2	3	4
15	·	·	·	·	·	1	2	3	4	5
16	·	·	·	·	1	2	3	4	5	6
17	·	·	·	1	2	3	4	5	6	7
18	·	·	1	2	3	4	5	6	7	8
19	·	1	2	3	4	5	6	7	8	9
20	1	2	3	4	5	6	7	8	9	10

A resulting number (1–10) signifies a Lucid Dream, during which the character's soul engages the spirit world (page 294). The Lucid Dream lasts a number of rounds equal to either the generated number from the table, or the dreamer's Will Index, whichever is lower. At its end, the dreamer then makes a Reembodiment Roll (page 298).

Multiple Checks: beings receive one Lucid Dream d20 check for each Aura-based CS achieved during the previous day. Make all the rolls separately, but apply only the single highest result (do not add their durations).

Sâvirìs: before the first round of the Lucid Dream, roll another d20. If less than or equal to the dream's total Spirit Round duration, then an Aura Elemental binds to the dreamer's Aura (see Dream Binding, page 362).

Lucid Nightmares: spirits such as Eldest Ones and Gytevsha can induce Lucid Nightmares. Here, the spirit attacks a soul in the astralscape during sleep. The victim experiences the ordeal as a horrific dream—such trauma occurs whether the sleeper achieves a Lucid Dream or not.

METHOD FIVE: SHÈK-PVÂR SPELLS

Two Lyahvi spells provide a limited access to the spirit world. See steps 2–3 for an explanation of the terms.

Figure (Lyahvi VI): with a spellfire Success (S), the caster lifts the veil for half SI rounds (CS +1 round).

Passage (Lyahvi V): with spellfire Critical Success (CS), the semi-corporeal caster can make Spirit Sensing tests.

METHOD SIX: ÆLRHIN REVERIE

During a daily Rest Reverie, elven-folk may optionally make one free Lucid Dream Roll, cumulative with any received from other sources. See the Ælrhin Reverie section (page 308) for more information.

***Lucid Dream Example**: Elben makes a Fate Roll in an attempt to improve a critically failed Stealth test. An Aura ML75 and a Physical group +10 bonus equals EML70 (50 + 10 + 10)—a roll of 65 results in a CS Fate Roll. The player decides to expend one Fate Point and improve the CF Stealth two success levels, to an S.*

Also, since the Fate Roll was a CS, Elben has the chance for a Lucid Dream later while sleeping. The d20 roll is 18—against Elbin's AUR15, this results in a Lucid Dream lasting two rounds. Before the astral journey begins, another d20 is rolled—15—failure, so Elben's dream does not attract a Saviris.

At the end of the brief spirit journey, Elben will make a Reembodiment Roll, perhaps becoming awakened and fatigued by the strange experience. Was it all just a dream?

[2] Inhabit the Soul

If lifting the veil proves successful, the astralist now inhabits the soul and shifts perspective to the spirit world.

[2.1] SPIRIT WORLD ATTRIBUTES

An astral in the spirit world does not express physical attributes—their utility is lost with the change of inhabitation from body to soul. The six physical attributes find near analogues in specific mental attributes:

STR	END	DEX	AGL	PER	CML
↓	↓	↓	↓	↓	↓
AUR	WIL	REA	CRE	EMP	ELO

STR to **AUR**: how powerful a presence the soul has in spirit world is measured by AUR. The higher the AUR, the stronger the tie is to the spirit world and the more easily the soul lifts the veil to access it. An old sage with great spiritual strength is quite imposing in the astralscape.

END to **WIL**: unlike the body, the soul is immortal. So, while END measures in part the earthly ability to withstand injury, WIL expresses the soul's ability to cope with spiritual trauma and determines an astral's stamina to remain in the astralscape.

DEX to **REA**: while in most ways an experience beyond earthly rationality, an astral journey sometimes allows an astral the chance to examine and manipulate the astralscape's phenomena, such as ethereal energy.

AGL to **CRE**: a higher CRE allows an entity to navigate better the spirit world. It embodies the inventiveness that propels the soul through the strange astralscape and helps it avoid the various pitfalls.

PER to **EMP**: the ability to perceive reality in the spirit world is measured by EMP. The lights, colours, and vastness of the astralscape are felt emotionally, rather than seen, heard, smelled, or touched literally.

CML to **ELO**: the typical earthly guise of beauty in the physical world instead manifests in the spirit world as a clarity of thought. While no audible speech transpires, telepathically expressed ideas can impact other souls with ineffable and celestial charm.

[2.2] SKILL USE

With the loss of physical attributes, astrals may not test skills containing a physical attribute in the skill base. They can test most lore skills, but some have no application in the astralscape (*Engineering*). Spells and invocations by definition function through the channelling of ethereal energy *into* the physical world, and so spellcasting and invoking do *not* work within the astralscape.

Trauma: injury and fatigue only affect the functioning of a being's body. Their effects do not apply to astrals in the spirit world—but still might to their body (like bleeding).

[2.3] SPIRITWORLD TIME

While the spirit world is eternal, it still exhibits a correspondence with the passage of time in the physical world. For the purposes of an astral journey, one spirit round takes five seconds in the physical world, the same length as a combat round:

ONE SPIRIT ROUND = FIVE SECONDS

[2.4] ASTRAL LOCALE

In the astralscape souls can cover vast distances with a speed unnatural to the physical world. An astral journey begins in the vicinity of the left-behind physical body, or, in the case of dematerialisation, where the body last resided. Such an astral locale corresponds to approximately the environment encompassed by a standard Local Map published by Kelestia Productions—that is, within about 1000 feet of the soul.

Within the given locale, the soul may begin to Engage the Spirit World (step 3). This includes attempting to interpret the surrounding astralscape or even move to another astral locale anywhere on the world of Kethira.

Dormant souls: the dormant souls of beings reside in the astral locale that corresponds to where their bodies are active in the physical world. Such dormant souls 'follow' in the astralscape where their anchored bodies go in the landscape.

[3] Engage the Spirit World

Souls take turns in order of an Initiative Rank equal to their Spirit ML. On its turn a soul engages the astralscape by taking one of five *spirit actions*. Each tests Spirit ML, with four of them including a Secondary Modifier:

SPIRIT WORLD ACTIONS	STEP	TEST
Spirit Roaming	3.1	Spirit (Creativity)
Spirit Sensing	3.2	Spirit (Empathy)
Spirit Communing	3.3	Spirit (Eloquence)
Spirit Immersion	3.4	Spirit (Reasoning)
Spirit Conflict	3.5	Spirit

Every time a special circumstance makes a spirit action happen instantaneously, the soul may immediately take another spirit action on the same turn.

Astrals may usually maintain an astral journey for a number of rounds equal to Will Index, after which they must make a Reembodiment Roll (step 4).

MAXIMUM SPIRIT ROUNDS = WILL INDEX

Some methods might modify or even determine maximum length differently. Astrals may also cut short the journey by voluntarily making the Reembodiment Roll on their turn.

Spirits are not subject to the Will Index limit. They still make tests to perform spirit actions, but spirits are able to act in the astralscape forever.

SOUL CONDITIONS

All souls are considered to be in one of three conditions at any given moment—active, dormant, or dissolved.

ACTIVE	The entity inhabits its soul and is able to take spirit actions. This is the natural condition of spirits—and of astrals during a spirit journey. Some beings can be partially active, such as a medium (page 262).
DORMANT	This is the usual status of folk and beasts—their soul is uninhabited and severely limited in spirit actions. A being in the physical world may only partake in Spirit Conflict if targeted by an active soul; otherwise, no spirit actions are allowed.
DISSOLVED	The entity's soul may take no spirit actions and may not be sensed or targeted. Such dissolution lasts a number of days, varying according to the source. • When dissolution ends, a *spirit* becomes active. • A dissolved *astral* immediately reembodies (step 4) and then accrues one level of Aural Shock per day of dissolution (page 190). • A *being* in the physical world whose dormant soul is dissolved suffers Aural Shock.

[3.1] SPIRIT ROAMING

Souls take a Spirit Roaming action to propel themselves from their current astral locale to another one. Each attempt to roam takes one spirit action, no matter how vast the corresponding distance is in the physical world. Note that roaming in the current astral locale—roughly within 1000 feet—requires no test. As long as the soul is active, such small moves are a free action.

How easily souls navigate depends on their grasp of the astralscape's strange nature, an insight measured by the Creativity modifier to the Spirit Roaming test.

Unfamiliarity: apply –20 penalty if the entity roams to a locale it has never visited in the spirit or physical world.

SPIRIT ROAMING

	SPIRIT (CREATIVITY) TEST
CF0	ASTRAL TRAP: the soul blunders into a bizarre anomaly in the astralscape and suffers dissolution for d3 days.
CF5	ASTRAL DRIFT: the soul fails to roam and must succeed on a CRE test at the end of next turn to resume the journey. Test each round until successful or forced to reembody (step 4).
F	The soul fails to roam but may try again next round.
S	The soul roams to the desired locale.
CS	The soul roams to the desired locale instantaneously.

EXPLORING THE ASTRALSCAPE

Roaming to locales in the spirit world is not unlike travelling to places in the physical world—it just happens in a matter of seconds rather than days, months, or years. An astral undertaking such an exploration first picks a direction to go and then makes a Spirit Roaming test, with a –20 penalty if the destination is not familiar.

If successful, the GM describes broadly the astralscape as the soul hurtles through it. Mountains and oceans still loom quite large if only strangely recognisable. Should the astral explorer wish to stop in a particular astral locale and interpret a specific feature, the round's Spirit Roaming action comes to an end—proceed to step 3.2.

Roaming Example: *the Kuboran shaman Tyrus enters a trance and lifts the veil. Now inhabiting his soul, Tyrus senses his unconscious body in the astral locale that corresponds to the secluded glen near his home in the physical world where he entered the trance.*

Tyrus wishes to commune with a tribal ancestor spirit guide who inhabits a familiar locale in the astralscape at a hallowed mountain peak about 20 miles away. He tests Spirit (CRE Mod) to roam there and succeeds (S). The intervening astralscape streaks by wondrously and he arrives at the desired locale just seconds later. With a Will Index 7, he has six rounds left.

[3.2] SPIRIT SENSING

Interpreting the spirit world is called Spirit Sensing, an action modified by the soul's depth of feeling (EMP). Souls most often attempt Spirit Sensing to identify an unknown phenomenon (such as a bundle of energy or a stranger's soul); or to find a known or familiar one (such as a shaman's spirit guide). Such detailed sensing of the astralscape is limited to the soul's current astral locale.

Dormancy: apply –20 penalty if the target is a dormant soul. A dissolved soul cannot be sensed.

Unfamiliarity: apply –20 penalty if the testing soul has never sensed the target soul's True Form.

Radiance: apply the target soul's AUR Secondary Modifier. If the target is an object with no AUR, apply –40 penalty. If the target is ethereal energy, apply +20 bonus.

SPIRIT SENSING

	SPIRIT (EMPATHY) TEST
CF	Phenomenon quite confounding. Soul must succeed on an EMP test at the end of next turn to act (one test per round).
F	Phenomenon not understood or found (retest allowed).
S	Phenomenon understood or found. If the target is a soul, its True Form is sensed by the tester.
CS	Phenomenon understood or found instantaneously. If the target is a soul, its True Form is sensed by the tester.

PHYSICAL WORLD TARGETS

A soul in the spirit world does not test Perception or Awareness to 'see into' the physical world. Instead, they test **Spirit (Empathy)** to feel the impression the target entity makes on the astralscape from its own place in the physical world. The higher the Aura, the stronger the impression, as implied by the Radiance modifier (above).

SEMI-CORPOREAL SENSING

Entities that are semi-corporeal in the physical world can sometimes achieve genuine two-way perception. If so, they test **Spirit (Empathy)** to sense the astralscape; and Perception and Awareness to perceive the physical world.

Sensing Example: *Tyrus arrives at the mountain locale of his ancestor spirit guide. He takes a Spirit Sensing action to ascertain the spirit guide's active soul, which Tyrus has sensed before on previous journeys:*

- *Tyrus Spirit ML89*
- *Tyrus Empathy Secondary Modifier –5*
- *Target Aura Secondary Modifier +10*

The EML94 test roll is 97 (F). This costs one action but Tyrus may try again. The next roll is 32 (S)—he recognises the soul of his ancestor spirit guide. This took two actions, leaving Tyrus four rounds.

[3.3] SPIRIT COMMUNING

An active soul who successfully senses another soul may communicate with it by making a Spirit Communing test. A being's languages are immaterial—all communing between souls is akin to telepathy. The clarity of the communer's thought (ELO) modifies the Spirit test.

Dormancy: if the target is dormant, then the communer may only impart general emotions or feelings, such as *fear*, *danger*, or *anger*. If the Spirit Communing test succeeds, dormant souls still must then succeed on a **Spirit** test to register the feeling—and, even so, they never get to reply. A dissolved soul cannot be communed with.

Eloquence: an entity with no ELO may not attempt communing—but may be targeted as if dormant (above).

Estrangement: apply a modifier according to the relationship the communer holds with the target entity (right), such as a shaman has with spirit guides. Unfamiliar, dormant souls are usually Hostile to communing.

Hostile	–20
Unpopular	–10
Accepted	0
Popular	+10
Favoured	+20

SPIRIT COMMUNING

	SPIRIT (ELOQUENCE) TEST
CF	Communication fails for the turn and Spirit Estrangement is reduced one level. If brought to or already Hostile, then Spirit Conflict (step 3.5) erupts with an active soul target. Dormant souls simply remain Hostile.
F	Communication fails for the turn.
S	Communication succeeds for the turn.
CS	Communication succeeds instantaneously.

ACTIVE SOUL TARGETS

If the Spirit Communing test succeeds, an active soul target understands and may immediately make a Spirit Communing test to respond if it wishes. The original tester's turn then ends, no matter the response result (except in the case of an original CS, which grants the original tester another spirit action on this same turn).

Communing Example: *Tyrus has perceived his spirit guide and now wishes to petition for an ancestor spirit power. He intends to gain an Anima II Earth Spirit power for the Herblore skill (as explained on page 306).*

- *Tyrus Spirit ML89*
- *Tyrus Eloquence Secondary Modifier 0*
- *Target Estrangement Popular +10*

The EML99 (95) test roll is 25 (CS). Not only does the petition succeed, but it does not cost Tyrus a spirit action—he still has four rounds remaining.

[3.4] SPIRIT IMMERSION

Active souls can meld themselves with principle or place features that they have successfully sensed in the astralscape. Shamans attempt such Spirit Immersion in order to acquire Energy Spirit Powers (page 305). Others may try to immerse themselves, but failing is especially traumatic—the primordial energies can psychically overwhelm less astute minds.

Spirit Immersion is a test of **Spirit (Reasoning)**.

Place Energy: souls suffer –20 penalty when immersing with the ethereal energies associated with Place features.

SPIRIT IMMERSION

SPIRIT (REASONING) TEST	
CF	Immersion fails; the soul suffers d6 Psyche Stress levels and then dissolution for d6 days.
F	Immersion fails; the soul must succeed on a **Reasoning** test at the end of next turn to resume actions (one test per round). Each REA test failure inflicts 1 (F) or 2 (CF) Psyche Stress levels .
S	Immersion succeeds.
CS	Immersion succeeds instantaneously.

PRINCIPLE IMMERSION

Principle energy in the astralscape takes form as one of the six elements: Earth, Metal, Fire, Air, Aura, or Water. A successful immersion test has the following effects.

Sunsign Intensification: the soul adjusts its Sunsign modifier related to the principle energy by 5 for 30 days. If the modifier is currently positive, increase it by 5; if it is negative, decrease it by 5. If 0, there is no effect. Multiple immersions during the same 30 days do not combine. See page 22 for the SUNSIGN MODIFIERS table.

Example*: a soul with the Nadai sunsign successfully immerses with Fire principle. The immersion increases the +10 Sunsign Modifier associated with Combat/Fire/Peleahn to +15. If the soul's sunsign were Skorus, the immersion would have decreased the modifier to –15.*

Shamanic Power: a petitioning shaman's soul may also receive the related Energy Spirit Power (page 305).

PLACE IMMERSION

Place Energy impacts the astralscape on a much larger scale and so immersing with it is more dramatic. First, each place associated with a specific principle also has the same two effects as Principle Immersion (above). Second, Place Energy is a unique phenomenon and thus imparts its own special effect from immersion. For several examples, refer to the Place Energy entry in CHAPTER 7: BESTIARY (page 398).

[3.5] SPIRIT CONFLICT

An active soul may take the Spirit Conflict action against a soul it senses in order to inflict dissolution. Only active souls in the spirit world may *initiate* Spirit Conflict, but living entities in either the spirit or physical world may fully respond when *targeted*, even as a dormant soul.

Once the conflict starts, each entity—whether initiator or target—chooses one of these options on its own turn:

ATTACK	The entity calls for an *opposed Spirit test*, resolved on the SPIRIT CONFLICT table, below.
PASS	The entity does nothing. No opposed Spirit test takes place on the entity's turn.
PHYSICAL ACTION	Beings inhabiting their body may choose a regular physical world action (page 161).
SPIRIT ACTION	An active soul may choose one of the four other spirit actions (steps 3.1 to 3.4).

Although the same entity can be targeted by several active souls, there is no spirit 'outnumbered penalty'—each paired conflict is resolved separately from turn to turn.

Native Soul: beings who inhabit their natural bodies and have a perspective in the physical world increase Spirit tests by 1 success level when *attacked*, but not when they attack on their own turn. In either case, Native Souls accrue 5 windedness fatigue per opposed roll.

Natural Spirits: active souls who have no natural body in the physical world may seek *possession* of a target's body if they are victorious in spirit conflict (page 297). The demonic Gytevshai may also express other unique powers when they win an opposed Spirit Conflict (page 397).

SPIRIT CONFLICT

OPPOSED SPIRIT TEST	
☆ ★	The losing soul suffers dissolution. • A spirit's soul is dissolved for one day per loss star. • An astral immediately reembodies (step 4) and then suffers Aural Shock equal to the number of loss starts. • A being in the physical world suffers Aural Shock equal to the number of loss stars.
✪	Break tied successes. Tied failures have no effect.

SPIRIT SHADOW

An entity with the Shadow of Bukrai exudes its full Shadow Strength in the astralscape (page 377). However, the Shadow only affects others during spirit conflict (or immersion!). Merely being in the same astral locale as the Shadow has no effect.

POSSESSION

A *spirit* with an active soul in the spirit world and no natural body in the physical world may inhabit the body of a being whose soul it *dissolves* in Spirit Conflict—this is called *possession*. The spirit must be in the same astral locale as the body and the possession must be made on the same turn as the dissolution, or the opportunity is lost.

- A spirit who is currently incarnating a form in the physical world (such as a V'hir) or binding to natural energy in the physical world (such as an Elemental) has a dormant soul and so cannot initiate the spirit conflict required for possession or animation.
- A dematerialised body is not subject to possession.

Possessor: upon choosing to possess, the entity inhabits the target's body and switches perspective to the physical world. Its own soul then becomes dormant. The possessor retains its own personality but is now in *control* of the target's body, acquiring its physical attributes and its Mastery Levels (ML) in the following skills:

Acrobatics
Archery
Awareness
Climbing
Dancing
Dodge
Jumping
Legerdemain
Melee
Shock
Singing
Sling
Stealth
Swimming
Throwing

Possessors also gain any special characteristics or abilities based entirely on the body's physique, such as movement and scent. While in possession of the body, possessors are considered corporeal.

Possessed: the possessed entity's personality still inhabits its body and perceives the physical world. However, the personality is *mute*, unable to control its body and thus unable to speak.

After recovering from the Aural Shock and dissolution caused by possession, the being's soul returns to dormancy. The being may then attempt to overcome the possession by winning a new Spirit Conflict.

POSSESSION DURATION

Possession lasts until one of the following occurs:

- The possessor *voluntarily* reinhabits its soul.
- The possessor *loses Spirit Conflict*—either with the possessed being (see Possession Recovery, page 190) or through some other means (see Exorcism box, right). The possessor then reinhabits its soul.
- The possessed *body dies*. The possessor then reinhabits its soul.

When possession ends, the possessed being regains control of its body, no matter whether its soul is dormant or dissolved. If active in the spirit world, the being must reinhabit its body to regain control.

ARTEFACTS

Possession and animation of arcane artefacts is possible but limited.

- **Major artefacts with Will Volition** can be possessed by dissolving their souls through Spirit Conflict. Such an artefact can then be animated as an object.
- **Major artefacts with Ego Volition** can be animated as objects. However, the Animation test subtracts the artefact's Ego×5.
- **Minor artefacts** can be animated as objects.

Latent enchantments cannot be invoked because touch is not possible by the possessor. *Continuous* enchantments work in minor and major artefacts, with Ego, but not in artefacts with Will while their souls are dissolved by the possessor.

ANIMATION

A *spirit* with an active soul in the spirit world and no natural body in the physical world may inhabit an object as a free action. This is called *animation* (a dead body so animated is often called a *zombie)*. No Spirit Conflict is required, but the spirit must first have succeeded on a Spirit Sensing action to recognise accurately the object's physical world guise projected in the astralscape.

Animator: the animating soul inhabits the object and may attempt to cause it to do things natural to the object's structure. For instance, an animator could open a book—but not hurl it across the room. Each attempt requires the spirit to test **Spirit** as a 1-turn action.

- Apply –10 penalty for every full 50 pounds the object weighs.
- If the object is a major artefact with Ego Volition, apply a penalty equal to Ego×5.

ANIMATION TEST

	SPIRIT ML
CF	No effect and animation lost; spirit must retest Spirit Sensing to even perceive the target again.
F	No effect.
S	Animation succeeds. Creatures who clearly witness the actions of the animated object might have to make a Fear Roll, depending on how unexpected it is. Consult the MANIFESTATION table (page 396) for guidance—animation might appear like ghostly phenomena.
CS	Same as Success (S), but the Spirit test was just as a free action.

Animated: with no soul, an object has no defence against animation. However, it can only perform actions its structure is designed to do. This likely makes the animation of some objects rather tame.

Example 1*: animating a rock generates few options. Forcing it to hover or even roll on its own would instead require the Telekinesis arcane talent. Otherwise, a rock just naturally stays where it is.*

Example 2*: opening a locked door requires the animation of two separate objects—one to animate the lock to move its bolt, and then a separate animation to swing the door open (both natural acts of its design).*

ANIMATION DURATION

Animation lasts until the animator rolls a CF or until one of the same happens as for ending possession (see Possession Duration).

EXORCISM

A living entity attempting to end or help end an invading entity's possession or animation is called *exorcism*. There are a variety of approaches to exorcism—characters might be able to self-exorcise even while possessed and mute themselves.

- **Arcanists** who successfully cast Personality (Neutral VI) can remove a possessor. Arcanists who successfully cast Aural Blast (Savorya V) or invoke Aural Bolt (page 261) can dissolve the possessor's soul, ending possession.
- **Astrals** on a spirit journey may enter Spirit Conflict to dissolve the invader. This might be an invoker with the Medium or Disembodiment talent or a shaman using Trance.
- **Priests** can undertake the Exorcism ritual devotion to help beings overcome possession. Such a mystery is only available to certain religions at specific Circles of Command (page 320).

IMMERSION EXAMPLE

Tyrus has four rounds left on his spirit journey at the hallowed mountain. He wishes now to attempt Spirit Immersion with the Air Principle Energy at the same locale. Such immersion also serves as a petition for an Air Spirit Power (page 305).

He first attempts Spirit Sensing to identify the energy (step 3.2). The EML104 (95) test roll is 48 (S). He now attempts the Spirit Immersion action, a test of Spirit (Reasoning). The EML99 (95) test roll is 88 (S). With a Taræl sunsign, Tyrus successfully petitions for an Air Spirit Power and also increases by 5 his current +10 Physical/Air/Lyahvi sunsign bonus.

With two rounds left, Tyrus decides to lower the veil as a free action. A successful Spirit test (S) and Trance SR leave him reembodied and conscious with no accrued fatigue (the final CS result).

DEATH

A being is a living entity with both a soul in the spirit world and a body in the physical world. Death severs the soul's connection to the body and the soul departs on a special astral journey, the complexity of which varies according to the kind of being.

Plants: a dead plant's soul survives in the astralscape that corresponds to where it once lived. Given its extremely low Aura, its presence in the astralscape upon death is nearly imperceptible.

Creatures: the souls of dead creatures either remain in the spirit world or embark on an afterlife journey similar to that of folk.

Folk: the prevailing view of many cultures is that the souls of folk who die on Kethira—and who receive a satisfactory burial according to custom—automatically undertake an astral journey to the afterworld called Yashain. Here, they are either reborn there immortal or attempt to return to Kethira reincarnated.

Ghost: if a body suffers a particularly traumatic death, then the being often becomes a ghost. The spirit's motives are usually limited to haunting the place where it died or was most attached to in life (page 396).

Shade: some beings who die become a type of free-willed ghost, quite aware of their situation. These include astrals who die during an astral journey, mages who suffer a transformative Total Release, and spiritual wise folk who elect to remain in the astralscape upon death, such as tribal Ancestor Spirits.

The most powerful Kethiran esotericists have yet to master true 'resurrection', although Morgathians argue the point. More tellingly, neither have the wondrous powers of Earthmaster objects replicated or mimicked it.

[4] Lowering the Veil

Astrals may voluntarily shift inhabitation and perspective back to their body in the physical world as a free action at the start of any turn during an astral journey. This is called *lowering the veil*. It also happens instantaneously once their maximum number of spirit rounds have elapsed, or if they suffer dissolution during the journey. To lower the veil, the astral tests **Spirit** on the Reembodiment Roll table (below).

Astral Dissolution: an astral who suffers dissolution is required to make a Reembodiment test, after which the character accrues Aural Shock levels equal to the days of dissolution. However, the soul remains dissolved until the character recovers from the Aural Shock (page 190).

Trance: a successful Trance SR increases the Spirit test of the Reembodiment roll by one success level.

REEMBODIMENT ROLL

	SPIRIT (TRANCE SR) TEST
CF	Astral inhabits the body Stunned and accrues 20 weariness fatigue. Perspective shifts to physical world.
F	Astral inhabits the body Stunned and accrues 10 weariness fatigue. Perspective shifts to physical world.
S	Astral inhabits the body Conscious and accrues 5 weariness fatigue. Perspective shifts to physical world.
CS	Astral inhabits the body Conscious. Perspective shifts to physical world.

Physical Trauma: once reembodied in the physical world, characters also resume suffering from other fatigue and impairment that had been accrued before the astral journey.

REMATERIALISATION

If the body had dematerialised while Lifting the Veil at the start of the astral journey (step 1), then the body rematerialises at the same place upon reembodiment.

Shamanism

The shaman is an occupation prevalent among most tribal societies on Kethira. Its practitioners develop techniques to undertake astral journeys, during which they beseech spirit entities and immerse with primal forces to grant them esoteric powers. While a given shaman might also practice magic through Natural Attunement and, even more likely, administer the tribe's religious practices through Ritual skill, shamanism itself is an astral mystery and thus distinct from both the arcane and divine.

The call to be a shaman often comes from lucid dreams or a near-death experience in childhood. It may also grow directly from the Disembodiment talent or stem from a familial legacy. Shamanism generally falls out of favour in a culture when manufacturing crafts and agriculture replace hunting and gathering, and when a professional, hierarchical clergy begins to regulate religious life, instead of a single person. The Guild of Arcane Lore found throughout the feudal and imperial realms has long since focused on the more direct, and dangerous, arcane arts. However personally developed, shamanism as a cultural force remains unique to tribal peoples, who rarely teach the mystery to even worthy strangers.

Tradition

Each tribe practicing shamanism has its own tradition. Such traditions function not unlike the convocations for the Shek-Pvar, uniquely highlighting and limiting certain aspects of the Mystery. An overview of six tribal shamanic traditions found in Venarive is given on page 301.

Characters who are not native to a specific tribal society are considered *outsiders* to its tradition. They are limited even as targets in receiving shamanistic effects.

Folklore: an outsider with high Folklore might have knowledge of a tribe, but this does not equate to practicing its tradition. This requires years of direct contact even possibly to gain such acceptance.

Shamanic Archetypes

Shaman is a social role made possible by membership in a tribal tradition. While the word 'shaman' is used throughout the rules, it can apply to several archetypes:

The Shaman is skilled in Trance, whether through meditation, chant, dance, or some other method. Such characters usually have the Shaman occupation, but they might have also developed the Trance skill while performing other roles, such as tribal chieftain.

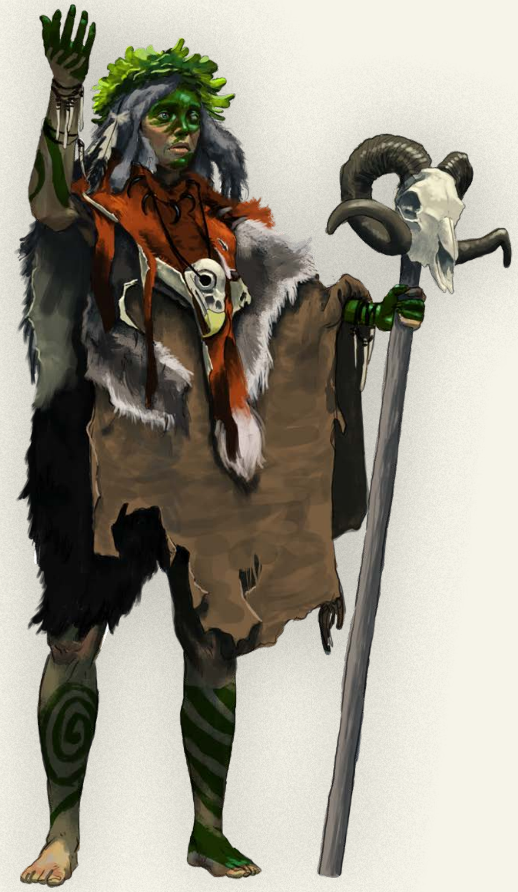
The Sorcerer reaches the spirit world through arcane means. This is usually done with the Disembodiment arcane talent, or by way of Natural Attunement in the Lyahvi convocation and training in the Figure spell.

The Priest is often a role filled by a shaman or sorcerer—traditions vary as to the presence and extent of the Ritual skill. However, the role of 'shaman' in some tribes might be subsumed in a more prominent priestly figure.

The Stranger could start out as an outsider but, through exceptional talent and many years of deep acceptance, could rise to fill the tradition's role of shaman.

SHAMANIC ASTRAL JOURNEY

From whatever the tradition and archetype, a shaman must be able to lift the veil that separates the spirit world from the physical world. As detailed in the Astral Journey routine (page 291), several techniques accomplish this, the most prevalent of which is the Trance skill. Through dance, chant, or meditation, shamans develop the ability to reach such an ecstatic state that inhabitation and perspective switch from their body in the landscape to their soul in the astralscape. Shamans may employ such techniques to lift the veil for three different reasons—to petition *Spirit Guides*, to perform *Rites*, and to bestow *Talismans*.



Spirit Guides

A shaman undertakes an astral journey in the spirit world to seek out three types of *spirit guides*.

Ancestor Spirits (page 302): the active souls of deceased tribal members often linger in the astralscape to provide insight into skills pertinent to their people's way of life.

Totem Spirits (page 303): the active souls of creatures can connect with shamans on an instinctual level to impart unique gifts and enhance physical and mental abilities.

Energy Spirits (page 305): Principle and Place Energy, viewed as 'spirits' by tribal peoples, give shamans the chance to manipulate mundane air, earth, fire, and water.

The kind of spirit guides emphasised varies according to tradition. Ancestor and Totem Spirits are also rated according to their Spirit Estrangement with the shaman.

THE PETITION

Once on an astral journey, the shaman must perform a *Spirit Sensing* action to find the desired spirit guide (Astral Journey Routine, step 3.2). If successful, the shaman must then *petition* the spirit for a power by successfully engaging in *Spirit Communion* (step 3.3). Only characters of a given tradition may petition its spirit guides for powers.

Each petitioned power requires its own Spirit Communion Roll, although the same spirit guide may be the target of several different petitions during the same journey. When lifting the veil through the Trance skill, the journey lasts Will Index rounds. Other techniques, such as experiencing a Lucid Dream, might vary this length.

SPIRIT POWER ANIMA

Ancestor, Totem, and Energy Spirit Powers are rated from one to three Anima Levels (I–III), reflecting the magnitude of effect. The total levels of successfully petitioned powers—called the anima burden—cannot exceed the shaman's Spirit Index:

TOTAL ANIMA LEVELS ≤ SPIRIT INDEX

Once the shaman configures, or 'stores', an array of powers, it remains the same until changed during a different astral journey (if desired). The shaman accrues no fatigue to store or use spirit powers.

Talismans: Spirit Powers for which a shaman wishes to bestow talismans cost one extra anima point when figuring the above burden against Spirit Index.

Aural Shock: when suffering from Aural Shock, shamans lose the ability to make Trance and Spirit skill tests, as they are both based upon Aura. Upon recovery, the shaman makes a **Spirit** test for each configured power. Any success means the power remains stored; any failure means it has been lost. The shaman must make a new spirit journey to petition for lost powers or to replace them with others.

Rites

Shamans perform rites to share astral wisdom with their community. They select a rite associated with a stored Anima III Spirit Power—an Ancestor Rite (page 302), Totem Rite (page 303), or Energy Rite (page 305).

Any number may take part in the rite as long as the participants remain near the shaman. The location usually corresponds to an astral locale considered hallowed to the people. The shaman does *not* receive the Rite Benefit.

[1] Time: spend 15 – Trance Index hours dancing, chanting, singing, or exhorting, according to tradition.

[2] Test: the shaman tests **Trance** on the following table.

RITE PERFORMANCE	
CF	No effect plus shaman must test **Will**: a Failure (F) cause Aural Shock 2 (CF 3).
F	No effect.
S	Participants receive the Rite Benefit with a successful **Spirit** SR*.
CS	Participants receive the Rite Benefit with a successful **Spirit** SR* (+2 bonus to roll).

*Outsiders must succeed on two such Spirit SR to receive the Rite Benefit.

[3] Duration: the benefit lasts 30 days; a participant who suffers Aural Shock loses the benefit.

Talismans

Shamans may share stored Ancestor or Totem Spirit Powers by bestowing a talisman to a willing recipient, other than themselves (pages 302 and 303). The object requires no crafting but must reflect the tradition—a shark's tooth, a small pouch of soil, a piece of tree bark. Shamans may bestow any number of talismans, one per recipient, if the Power's extra point of anima burden has been paid (see Talismans, left).

[1] Time: spend 15 – Trance Index minutes dancing, chanting, singing, or exhorting, according to tradition.

[2] Test: the shaman tests **Trance** on the following table.

TALISMAN BESTOWAL	
CF	No effect plus shaman must test **Will**: a Failure (F) causes Aural Shock equal to the talisman's Anima level (CF +1).
F	No effect; recipient must wait 30 days for a new bestowal test.
S	Talisman bestowed to designated recipient.
CS	Talisman bestowed; increase base period by two days.

[3] Duration: recipients must wear or carry talismans. Bestowals last for a base period of days equal to the shaman's Spirit Index (+2 for CS Trance bestowal result). At the end of the period, the *recipient* makes a **Spirit SR**—a success extends the bestowal for another base period (Outsiders must succeed on two Spirit SR to extend it). Talismans retain effect until the recipient suffers Aural Shock, fails the Spirit SR, or loses possession of it for a day.

SAMPLE SHAMANIC TRADITIONS

KATH

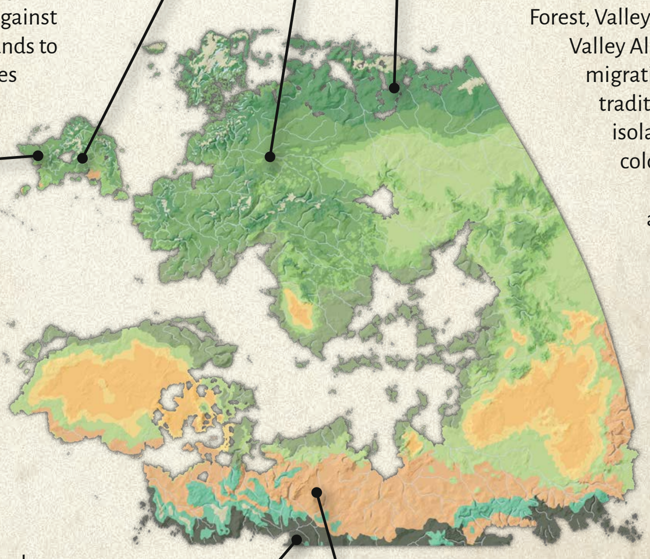
The Kath are nomadic hunters and gatherers of western Hârn, descendants of ancient Pharic people who invaded the island centuries ago. Having no permanent settlements, the Kath roam their ancestral forested hills in bands of 20–30 members, with each band dedicated to one of six totems—Bear, Boar, Lion, Stag, Wolf, or Eagle. These bands rarely fight each other, and men and women function equally in all roles, whether as hunter, herder, or chief.

Kath shamans live and wander alone, practicing meditative trance often enhanced through herbal drugs. They focus mostly on their specific Totem Spirit Powers but will often seek Ancestral ones enhancing Survival and Tracking skills. A shaman known as the Green Witch is a reported shapechanger and likely natural incanter, supposedly able to enchant pelts that transform those donning them.

KÙBÔRA

A Jarin people of the forests and hills of western Hârn, the Kubora embrace all forms of combat—whether ritual-like skirmishes between neighbouring bands or deadly guerilla ambushes against mounted feudal enemies from the lands to the south. Kubora of all ages and sexes practice facial branding as a way of distinguishing status and expressing personal history. Such mutilation—known as *arus*—enhances their fierce reputation, as does their merciless treatment of captives.

Kuboran shamans greatly value Ancestor Spirit Powers that enhance fighting skills. While having a less overtly totemistic tradition than other tribal peoples, they tend to promote totems of the warrior, such as the Bear and Boar. Kuborans view dreams as messages from the gods, and shamans describe their astral journeys to obtain their powers as a direct response to such missives.



NESHÁI

Among the northern reaches of the Anzelorian jungle live the Magara, one of two tribes of the Neshai people who inhabit the southern edge of Venarive. The Magara dwell in villages of about a hundred people, mostly in the lowlands around the Bay of Nagone. They practice swidden agriculture, forage, and fish the swift rivers in their *mashu*, narrow boats for one or two people.

While they worship the warrior god Kelana, the dozen types of spirits called *rohiro* figure more prominent in their prayers. The Magara have a dedicated caste of shaman called *kuhani*, who dwell apart from the villages near pyramid temple complexes. Up to a score shamans and their acolytes live near these ancient sites, relying on tithes from their tribe for food and material. Ancestor Powers are most popular, usually gained from the spirits of past chiefs. The Magara are a people isolated even from their more 'civilised' kin to the south; they aggressively defend their more traditional way of life.

QUÂRPH

Tall, blond, and light-skinned, the Quarph of north-central Venarive dwell mostly in nomadic clan groups of 20 to 60 related people. Many subsist in the wooded and grassy plains by hunting, trapping, fishing, and foraging, keeping cattle for milk and practicing basic agriculture. Some groups establish fortified villages, and even a few Quarphic tributary states have developed around scattered market towns.

The Quarph practice both ritualistic worship in temples and shamanism. Each tribal unit usually has both a male and a female shaman-priest who embody respectively the sun spirit, Anulome, and the moon spirit, Diyel. The two are often a married couple. They greatly venerate animal spirits, focusing on totem powers and the Energy Rite of air, interpreting their oracular visions as messages from both beasts and their two sky gods.

ALTS

While most of the Altic people in the wildlands of northern Venarive have established farming and fishing communities, a great deal still remain nomadic. Of their four groups—Water, Forest, Valley, and Great—all but the wealthier Valley Alts practice some form of seasonal migration. The Great Alts retain the most traditional customs and remain the most isolated in the forested mountains and cold river basins.

An Altic shaman usually petitions ancestor spirits for skills to help with a tribe's hunting, trapping, fishing, and herding. While the Alts are not as strictly totemistic compared with other traditions, the Reindeer retains a strong practical and symbolic role, talismans of which impart powers like those of the Stag. Water and Earth are dominant among the Energy spirits, with Air spirit powers also used to mitigate the harsh weather.

TUVÂRAN

The Tuvaran are nomadic cattle herders of the savannah of northern Anzeloria. They are tall with jet-black skin, and, by reputation, a striking people. Most live in groups of about 10 families in villages that are moved at least twice a year; a minority live in permanent settlements along a river, some of which house a thousand people. They are a strictly patriarchal society, divided into four nations, with each expressing its own dialect of Tuvaran.

Shamans are counted among the *mjena*, a class of taboo occupations whose members lead wandering, yet respected, lives. While Tuvaran religion revolves around the worship of Kelana, god of strength and creator of cattle, the shaman is kept apart from its communal rituals. Tuvaran shamans often express arcane Talents, which can dramatically deepen their external status in society. They pursue a wide variety of shamanic powers, and are especially known for incorporating beadwork talismans into their people's jewellery.

Ancestor Spirits

Much of tribal lore stems from and resides within Ancestor Spirits. These active souls, rather than passing beyond to Yashain upon death, instead linger in the astralscape near their people's most sacred land. Here they receive petitions from the tribe's shaman for wisdom and knowledge.

ESTRANGEMENT

Shamans begin a campaign with a *Popular* spirit estrangement with their Ancestor Spirit guide. Certain specific tribal traditions might adjust this starting level.

Ancestor Spirit Powers

When petitioning an Ancestor Spirit guide, the Shaman designates a skill from the following table. Some skills might not be appropriate to a given tribe. For instance, Seamanship and Piloting would be unavailable to a shaman of a people with no sailing or boating tradition.

ANCESTOR SKILLS

Agriculture	Fishing	*Musician*	Survival
Animalcraft	Fletching	Physician	Throwing
Archery	Folklore	Piloting	Timbercraft
Brewing	Herblore	Riding	Tracking
Command	Hideworking	Seamanship	Weaponcraft
Cookery	*Language*	Shipwright	Woodworking
Discourse	Melee*	Sling	

*Includes applying the same Anima power effect to Dodge.

After designating the skill, the shaman petitions for it as an Anima I, Anima II, or Anima III power through Spirit Communing (page 295). A Shaman may only store one Ancestor Spirit Power for the same skill—the Anima I, II, or III version—but may concurrently store other Ancestor Spirit Powers for other skills.

Language*/*Musician: designate respectively one foreign or native language, or instrument, common to the tradition.

ANIMA I

If the Spirit Communion Roll for the petition is successful, the spirit power gives the shaman *two* indefinite Mastery Boosts in the given skill. If the shaman has no ML in the skill, then the ML equals Skill Base (SB) plus one Mastery Boost. The shaman's new ML cannot exceed SB × 7.

The ML boosts last until the power is relinquished to configure a new array, or the shaman suffers Aural Shock.

ANIMA II

As for Anima I, except the power gives *three* Mastery Boosts—or SB plus two boosts if the shaman has no ML.

ANIMA III

As for Anima I, except the power gives *four* Mastery Boosts —or SB plus three boosts if the shaman has no ML.

While suffering Aural Shock, a shaman loses any ML increases to skills gained from Ancestor Spirit Powers. Once Aural Shock ends, the ML increase from a spirit power is restored if the Spirit test (page 300) succeeds. For ease of bookkeeping, the player should track spirit power ML increases separately from the character's ML attained through standard development.

Ancestor Rite

To perform an Ancestor Rite, the shaman first selects a skill associated with an already stored Anima III Ancestor Spirit Power. If the shaman is successful in the Rite Performance test (page 300), participants who take part for the entire time each make a Spirit SR. A success grants them *one Mastery Boost* in the selected skill. If a participant has no ML in the skill, then there is no effect. Participants may only benefit from one Ancestor Rite for the same skill. The effect lasts for participants until they suffer Aural Shock or the rite's 30-day duration expires.

Ancestor Talisman

Shamans may share a stored Anima I, II, or III Ancestor Spirit Power by successfully bestowing it as an Ancestor Talisman to a willing recipient (page 300). Talismans give one fewer Mastery Boost to the recipient than the same Anima level does to the shaman. For example, an Anima I Talisman bestows only *one* Mastery boost if the recipient already has an ML, or an ML equal to SB if not.

A given recipient may receive only one Ancestor Talisman affecting the same skill but may receive several affecting different skills. Each Talisman remains in effect as long as the recipient's periodic Spirit SR (page 300) are successful, or until the recipient suffers Aural Shock or is parted from the talisman for a day.

The same recipient may also benefit from an Ancestor Rite for the identical skill. However, their Mastery Boosts do not combine (they overlap). Thus, the effect or duration of one source could end, while the other remains.

Totem Spirits

Tribal societies usually celebrate a kinship with one or more animals, sometimes varying according to certain social subgroups or individuals within the tribe. Each shamanic tradition describes such details.

The spirit world home of totem spirits most often corresponds to the deep wilderness places where the animals resided during their life in the physical world. Thus, petitioning them for power usually requires the shaman to take a Spirit Roaming action to reach such distant astral locales. With low Auras, the souls of totem spirits are also difficult for shamans to identify in the astralscape, even when they do reach them.

A totem symbolises the instinctual characteristics that define the behaviour and essential nature of an animal. The variety is vast, with each type of animal represented in the spirit world by its ideal form. Twelve sample totems are detailed in the Totem Instincts table on page 304: Bear, Boar, Bull, Crow, Eagle, Fox, Horse, Lion, Snake, Stag, Whale, and Wolf. These reflect animals common to most regions of Venarive; GMs and players may use these as templates to devise additional ones.

ESTRANGEMENT

Shamans begin a campaign with an *Accepted* spirit estrangement with their Totem Spirit guide. Certain traditions might modify this level or allow a choice of one among several totem creatures, in which case the shaman has a separate Estrangement for each Totem Spirit.

Transmutation: shamans possessing the Transmutation arcane talent (page 264) increase the starting Totem Spirit estrangement by one level with the talent's associated animal.

Totem Spirit Powers

When petitioning a Totem Spirit guide, the shaman specifies the creature-totem and then an Anima I, Anima II, or Anima III power. Shamans may store only *one* Totem Spirit Power of only *one* totem type at a time. They lose the benefits of the totem power while suffering from Aural Shock, and, upon recovery, must make a Spirit test to see if it is restored (page 300). Otherwise, totem powers last until they are relinquished to reconfigure a new array.

Psyche Trait: upon reembodiment after successfully petitioning for a Totem Spirit Power, the shaman acquires a number of Psyche Stress Levels equal to the Anima level. The accompanying psyche trait reflects the totem and is usually a bit bizarre or eccentric (see the Totem Instincts table, page 304). While undergoing Psyche Stress Recovery (page 189), the shaman does *not* suffer the usual weakness fatigue and, in fact, often embraces the intensified totem instinct.

ANIMA I

If the Spirit Communion Roll for the petition is successful, the shaman receives the *great instinct* associated with the totem, as explained on page 304.

ANIMA II

As for Anima I, plus the shaman automatically obtains a telepathic link with any creature of the totem within Spirit ML feet. The link grants direct two-way communication, but is limited to simple emotions and intentions.

As a 1-turn action, the shaman may try to establish such a link with any domesticated or wild animal within half Spirit ML feet. In an **opposed Spirit** test, the shaman forms the link with a success level exceeding the animal's (break successful ties). On a one-star failure, the animal flees, or attacks if it has an aggressive nature; a two- or three-star failure induces an attack no matter its nature. A successful link lasts the shaman's Spirit Index rounds.

ANIMA III

As for Anima I and II, but the shaman may also take a one-turn action to make an **opposed Spirit** test with any creature of the totem within Spirit ML feet. If the shaman generates a higher success level (break successful ties), then the shaman's sensory perspective switches to the creature's for one minute per star success, however far it roams. A failure prevents more attempts with the specific creature for 24 hours (CF with any creature of its type).

During this time, shamans still inhabit their body—the perspective change is similar to Clairvoyance—and they must maintain concentration or the perspective switches back to them. The shaman may command the animal with a successful **Spirit (Command)** test, but two consecutive failures or a single CF ends the sensory effect for 24 hours.

Totem Rite

A shaman with a stored Anima III Totem Spirit Power may make a Rite Performance test (page 300). If successful, other participants each make their own Spirit SR, a success of which grants them the totem's *mild instinct*. Participants may benefit from only one Totem Rite at a time. The effect lasts for participants until they suffer Aural Shock or the rite's 30-day duration expires.

Totem Talisman

A shaman with a stored Anima III Totem Spirit Power may make a Talisman Bestowal test (page 300) for a willing recipient. If successful, the recipient receives the totem's *strong instinct*. Only one Totem Talisman may be bestowed to the same recipient at the same time. The Talisman remains in effect as long as the recipient's periodic Spirit SR are successful, or until the recipient suffers Aural Shock, or is parted from the talisman for a day.

The same recipient may also benefit from a Totem Rite for the identical totem, but the bonuses do not combine.

TOTEM INSTINCTS

Each Totem has instinctual characteristics consisting of a Benefit *and a* Psyche.

BENEFIT: *when three benefits are listed, such as +5/+10/+15, they refer to the mild, strong, and great instincts, respectively. Mild and strong instincts are only granted to others through Totem Rites and Talismans, each lasting according to their own durations (page 303). A shaman receives a great instinct, whether with an Anima I, II, or III Spirit Power. It lasts until the Spirit Power is reconfigured or lost (page 300).*

PSYCHE: *this is a description of the psyche trait the shaman acquires during the accompanying Psyche Stress Recovery (page 189). The psyche trait lasts until the PSY levels are recovered, a process which carries the usual chance of the trait becoming an Impulse or Disorder and/or increasing from an indefinite to a permanent duration. Even once the shaman recovers from the totem's Psyche Stress, the instinct* benefit *still lasts as long as the Spirit Power does.*

BEAR

BENEFIT: melee and thrown weapon impact rolls receive +1/+2/+3 bonus; a great instinct also improves *unarmed* impacts by 1 more. All bonuses also apply to the d6 + STR result of Grab (Hold) Rolls and Press Rolls.

PSYCHE: the shaman becomes quieter, even shy around strangers; others seem to mistake such introversion as an intimidating reserve. Long spans of contemplation lead the character to distraction, which often makes them clumsy or blundering.

BOAR

BENEFIT: Initiative tests and Initiative Rank receive +5/+10/+15 bonus; a great instinct also improves Morale Rolls by 5 more.

PSYCHE: the shaman becomes more wilful, stubborn about even small matters; when impeded or contradicted, the character suddenly lashes out with a vehement and often unruly obstinacy.

BULL

BENEFIT: Shock tests receive +5/+10/+15 bonus; if the Shock State is 8 or higher before the roll, then a great instinct improves the Shock test bonus by 5 more.

PSYCHE: the shaman's decision-making becomes more unpredictable, and their physical gait is more lurching; their actions seem uncertain and express a more disruptive, even destructive, nature.

CROW

BENEFIT: Folklore tests receive +5/+10/+15 bonus; a great instinct improves by 5 more tests involving knowledge of the three Mysteries (that is, not actual incanting tests, but Folklore tests about pantheons or Godstones, for instance).

PSYCHE: the shaman becomes more mischievous; a dismissiveness concerning disagreements turns especially vindictive when the shaman's intelligence is doubted.

EAGLE

BENEFIT: Intrigue tests receive +5/+10/+15 bonus; a great instinct improves Conspiracy Rolls by 5 more.

PSYCHE: the shaman's manner becomes blunt and impatient; what the character views as shrewd and decisive, others see as predatory and even merciless.

FOX

BENEFIT: Guile tests receive +5/+10/+15 bonus; a great instinct improves by 5 more Guile tasks involving bluffing.

PSYCHE: the shaman dissembles, even when not seemingly beneficial; when angered, the character's idle manipulations become deceitful and hurtful.

HORSE

BENEFIT: Animalcraft and Riding tests receive +5/+10/+15 bonus; a great instinct grants to Riding tests involving horses an additional +5 bonus.

PSYCHE: the shaman's attention wanders, producing a great desire to roam and eschew the familiar; what the character describes as freedom-loving, others view as undisciplined and irresponsible.

LION

BENEFIT: Stealth tests for both hiding and stalking receive +5/+10/+15 bonus; if the test is made while making at least a half Move, then a great instinct improves the bonus by 5 more.

PSYCHE: the shaman becomes more egotistical; an imperious indifference often strikes others as laziness, an impression the character's penchant for inactivity only deepens.

SNAKE

BENEFIT: Theatrics tests receive +5/+10/+15 bonus; a great instinct improves by 5 more tests involving disguise.

PSYCHE: the shaman becomes more guarded, even secretive with those they otherwise trust; the character seeks to control others from the shadows.

STAG

BENEFIT: Fate Rolls receive +5/+10/+15 bonus; a great instinct increases this by 5 more if Dodge or Agility is the Fated test.

PSYCHE: the shaman becomes more agreeable, to the point of naiveté; when under stress, or when deceived, the character is slow to react, even timid.

WHALE

BENEFIT: Charm skill receives +5/+10/+15 bonus; a great instinct improves by 5 more tasks involving inspiration.

PSYCHE: the shaman's manner becomes more overbearing than charismatic, or perhaps more oily than suave; if leadership is frustrated, the character resorts to intimidation, or cunning.

WOLF

BENEFIT: Awareness skill receives +5/+10/+15 bonus; a great instinct improves by 5 more tests involving the sense of smell.

PSYCHE: the shaman becomes ever vigilant, which, during moments of calm, unsettles others as paranoia; when not heeded, the character's warnings turn aggressive

SKILL VERSUS INSTINCT

Ancestor Spirit Powers (page 302) increase a character's Mastery Level (ML), usually in a Craft, Lore, or Nature skill. This reflects authentic cultural knowledge imparted by the souls of wise ancestors. This benefit increases the recipient's ML, just like personal development.

The benefits of Totem Spirit Powers, instead, reflect an animalistic power—not actual knowledge of a skill but rather an enhancement of an instinctive response or action closely tied to the beast. Totem Powers, thus, affect character abilities through bonuses rather than inherently raising them.

Energy Spirits

Shamans refer colloquially to ethereal energies as 'spirits' even though they are not entities according to the Pvaric model of Kelestia. Shamans use Spirit Sensing to find such Principle and Place energy, just like when searching for Ancestor and Totem Spirits. However, the shaman's subsequent petition is not by way of Spirit Communing but rather through Spirit Immersion (page 296).

SPIRIT IMMERSION

Shamans can seek immersion with four types of Energy Spirit guides: *air*, *earth*, *fire*, or *water*. Some traditions might prevent access to certain energies and promote others. While identical to the corresponding Pvaric types, shamanically immersed energy allows for powers that function more mundanely than the strange manifestations often resulting from arcane channelling.

Shamans carry no estrangement with Energy Spirits since such forces do not possess the personality of a living entity. However, there are other risks in 'petitioning' them for powers: the shaman's soul can suffer dissolution from critically failing the necessary Spirit Immersion roll; and the process can prove psychically traumatic.

Energy Spirit Powers

Energy Spirit Powers grant the shaman the ability to manipulate naturally existing energy. They enhance the shaman's contribution to the survival of the tribe—changing unfavourable winds, enhancing curative herbs, increasing warmth—rather than provide bizarre contortions of reality (the aegis of the arcane).

When seeking immersion with an Energy Spirit guide, the Shaman specifies either an Anima I, Anima II, or Anima III power of the same energy corresponding to the spirit's. See the specific twelve entries on the following two pages—one power for three levels of all four energies.

ENERGY WIELDING

The anima levels of the Energy Spirit Powers count against the maximum amount, as usual. However, unlike Ancestor and Totem Spirit Powers, whenever a conscious shaman wishes to express an Energy Spirit Power, they must also make an *Energy Wielding Roll* using the following routine:

[1] Test: Trance skill. All types of fatigue apply. A Grievous skull injury or being stunned prevent it altogether (all other impairment has no effect).

[2] Time: 10 minutes. The shaman performs the tribe's traditional technique, such as dance, chant, or meditation. This rite is a shorter version of the one used to enter a Trance to Lift the Veil (page 291).

[3] Roll: after the uninterrupted 10-minute rite, the shaman tests **Trance** as a 1-turn action on the ENERGY WIELDING table, below.

	ENERGY WIELDING
CF	**NO EFFECT**: shaman tests **Will**; Failure (F) induces Aural Shock equal to the energy power's associated Anima level (CF +1).
F	**NO EFFECT**.
S	**ENERGY POWER MANIFESTS**: see entries on pages 306–307.
CS	**ENERGY POWER MANIFESTS**: the single next Energy Wielding test with this same energy receives +20 bonus. There might be additional effects according to each Energy Power.

[4] Result: if successful, apply the effect of the Energy Spirit Power. There is no fatigue accrual.

Energy Wielding Roll Example: *Tyrus has a stored Anima III Fire Energy Power and Trance ML72, and stands next to a sputtering campfire in a cold rain (Fire Size 0, page 307). He enters a quiet meditation for ten minutes, waving his hand over the nearly inert fire. The Energy Wielding Roll is 43, a Trance Success (S). Over the next few seconds, the weak flames suddenly grow to engulf the campfire's extent (FS 2). With the cold rain abating, Tyrus adds a few logs to keep it burning.*

Energy Spirit Rite

To perform an Energy Rite, the shaman must have a stored Anima III Energy Spirit Power. The rite induces an oracular revelation through the interpretation of the Spirit Energy—from listening to the wind, handling rocks, gazing into flame, or stirring water. In place of the usual test in step 2 of a Rite (page 300), the shaman makes a **Trance Success Value** test on the following table. The other steps remain the same as for any Rite, including a 30-day duration, regardless of the outcome.

SV		TRANCE SUCCESS VALUE TEST
≤4		**CLOUDY FUTURE**: the shaman fails to generate any revelation.
5	★1	**ORACLE**: for each resulting star, one d10 is rolled separately for each participant* and the shaman. Each d10 result that exceeds their own current FP total increases their FP amount by 1. Such additional FPs even apply to recipients who had 5 or more FP before the oracle. For more details, see Divination Readings (page 280).
6	★2	
7	★3	
8	★4	
9+	★5	

*For *each* d10, outsiders must succeed on a Spirit SR to receive it.

Critical Failure: the shaman tests **Will**; a Failure (F) causes Aural Shock 2 (CF 3).

Oracle Example: *Tyrus, who has a stored Anima III Fire Energy Power and Trance ML72, performs an Energy Spirit Rite. A roll of 84 produces SV6—a two-star oracle. Each participant receives two d10 rolls to increase FP. Eldir, a participating outsider, succeeds on only one Spirit SR, so receives only one such d10 roll.*

Energy Spirit Talisman

There are no Energy Spirit Talismans. The exoticness of ethereal energy immersion makes it impossible for the shaman to share it in the weaker quantities of a talisman.

AIR SPIRIT POWERS

Air spirit guides are associated with mountain aeries and open sky. Their granted powers affect either the *temperature* or the *wind*, so designated only at the moment the shaman makes the Energy Wielding Roll.

> Air Spirit Powers also give the shaman +5 bonus per Anima to the Will test in holding one's breath (page 183).

ANIMA I

Temperature: the shaman attempts to change the day's temperature. If the Energy Wielding Roll succeeds, one additional d10 Temperature Roll is made for the day (page 144). The shaman's player picks which of the two results applies. The shaman may only wield a Temperature power—of any Anima—once per day. Its effect manifests naturally over the next d4 hours (Energy Wielding CS: 3d6 minutes), and only applies within ten leagues from where the shaman wields the energy.

Wind: the shaman attempts to change the prevailing windforce (WF). There is no effect on direction.

WF	FORCE	EFFECT	KPH	D100
0	Light	leaves rustle	0–8	01–15
1	Moderate	branches move	9–24	16–55
2	Strong	tree tops sway	25–48	56–84
3	Gale	branches break	49–88	85–99
4	Storm	trees uprooted	≤ 89	100

The GM selects the current WF, or rolls d100 in the last column to determine it. If the Energy Wielding Roll succeeds, the shaman makes a new d100 roll on the same column, choosing its result or the current WF. The shaman may only wield a Wind power—of any Anima—once per day. A new WF manifests naturally over the next d4 hours (Energy Wielding CS: 3d6 minutes), and only applies within ten leagues from where the shaman wields the energy. A new WF last four hours after manifesting.

ANIMA II

Temperature: as for Anima I (Temperature), except that two additional dice are rolled, and the player selects the desired result from among the three.

Wind: as for Anima I (Wind), except the shaman makes two additional d100 rolls to choose from.

ANIMA III

Temperature: as for Anima I (Temperature), except that three additional dice are rolled, and the player selects the desired result from among the four.

Wind: as for Anima I (Wind), except the shaman makes three additional d100 rolls to choose from.

EARTH SPIRIT POWERS

Earth spirit guides are connected with verdant forests and dark caves. Their powers either enhance the shaman's *survival* fortune or the potency of *herbs*, so designated at the moment the shaman makes the Energy Wielding Roll.

> Earth Spirit Powers also give the shaman +5 bonus per Anima in Advance Rolls of starvation (page 186).

ANIMA I

Survival: the shaman's sensitivity to finding food, water, and herbs increases. If the Energy Wielding Roll is a success, one additional d10 is rolled on the FORAGING RESULTS table (page 147) for the ensuing four-hour watch. The shaman's player picks which of the two results applies. The shaman may only wield a Survival power—of any Anima—once per day.

Herbs: the shaman attempts to extract a greater effect from a fresh herb. If the Energy Wielding Roll succeeds, one additional d10 is rolled when determining the Potency of a herb harvested during the past four-hour watch (page 74). The shaman's player chooses which of the two results to apply. If more than one dose was harvested, the bonus Potency roll applies to only one of them. The shaman may only wield a Herbs power—of any Anima—once per day.

ANIMA II

Survival: as for Anima I (Survival), except that two additional dice are rolled, and the player selects the desired result from among the three.

Herbs: as for Anima I (Herbs), except that two additional d10 are rolled, and the player selects the desired potency result from among the four. If more than one dose was harvested during the Foraging Routine, the shaman may assign one bonus die to two separate doses, or apply both bonus dice to one of the doses.

ANIMA III

Survival: as for Anima I (Survival), except that three additional dice are rolled, and the player selects the desired result from among the four.

Herbs: as for Anima I (Herbs), except that three additional d10 are rolled, and the player selects the desired potency result from among the three. If more than one dose was harvested during the Foraging Routine, the shaman may assign the bonus dice to several different doses (in any combination) or all to the same dose.

FIRE SPIRIT POWERS

Fire spirit powers manifest near hot springs and active volcanoes. A shaman granted their powers may manipulate a fire's *flame* or enhance its *warmth*, so designated only at the moment the shaman makes the Energy Wielding Roll.

> Fire Spirit Powers also give the shaman +5 bonus per Anima in cold and heat exposure Advance Rolls (page 185).

ANIMA I

Flame: the shaman attempts to increase or decrease a flame's Fire Size (FS):

FS	AMOUNT	DIAMETER	EXAMPLES
0	Scant	1 in	censer, lantern
1	Trace	1 ft	torch
2	Minor	3 ft	campfire
3	Substantial	10 ft	large fire
4	Great	20 ft	bonfire

If the Energy Wielding Roll succeeds, the Fire Size of an extant fire increases or decreases by 1 (shaman's choice). The change takes place gradually over the next round. There is no effect if no fire exists before the roll, and the flame increases only to the natural limits of the fire's available fuel. It then burns for its natural length of time. If reduced to less than a trace, the fire goes out. An increased *large* fire instead burns twice as fast as usual. The shaman may only wield a Flame power—of any Anima—once on the same extant fire.

Warmth: if the Energy Wielding Roll succeeds, the effective heat given off by an extant fire increases by 1 FS. There is no effect if no fire exists before the roll, and the fire burns for its natural length of time. The shaman may only wield a Warmth power—of any Anima—once on the same extant fire.

ANIMA II

Flame: as for Anima I (Flame), except the shaman may increase or decrease the flame by 2 FS.

Warmth: as for Anima I (Warmth), except the shaman may increase the effective heat by 2 FS.

ANIMA III

Flame: as for Anima I (Flame), except that the shaman may increase or decrease the flame by 3 FS.

Warmth: as for Anima I (Warmth), except the shaman may increase the effective heat by 3 FS.

WATER SPIRIT POWERS

Water spirit powers occur in rivers, lakes, and seas. Their powers give a shaman control over *currents* or *precipitation*, so designated only at the moment the shaman makes the Energy Wielding Roll.

> Water Spirit Powers also give the shaman +5 bonus per Anima in Advance Rolls when suffering thirst (page 186).

ANIMA I

Current: the shaman attempts to modify the Current Force (CUR) of one body of water that naturally produces current (a completely stagnant pond could not be affected). Speeds are given in feet per second and feet per combat round:

CUR	SPEED		EXAMPLE
0	1 ft/s	5 ft/rd	average ocean
1	2 ft/s	10 ft/rd	average tide
2	4 ft/s	20 ft/rd	average river
3	6 ft/s	30 ft/rd	fast river
4	8 ft/s	40 ft/rd	rapids

If the Energy Wielding Roll succeeds, the Current Force increases or decreases by 1 (shaman's choice). The shaman may only wield a Current power—of any Anima—once per four hours. Its effect gradually manifests within an hour (Energy Wielding CS: 3d6 minutes); and only within 1000 feet of where the shaman makes the test. The modified current last 10 minutes after manifesting.

Precipitation: the shaman attempts to change the day's precipitation. If the Energy Wielding Roll succeeds, one additional d10 Precipitation Roll is made for the day (page 144). The shaman's player picks which of the two results applies. The shaman may only wield a Precipitation power—of any Anima—once per day. Its effect manifests over the next d4 hours (Energy Wielding CS: 3d6 minutes); and only applies out to ten leagues from where the shaman wields the energy.

ANIMA II

Current: as for Anima I (Current), except it manifests within 3d6 minutes (Energy Wielding CS: 3d6 rounds).

Precipitation: as for Anima I (Precipitation), except that two additional dice are rolled, and the player selects the desired result from among the three.

ANIMA III

Current: as for Anima I (Current), except it manifests within 3d6 rounds (Energy Wielding CS: d6 rounds).

Precipitation: as for Anima I (Precipitation), except that three additional dice are rolled, and the player selects the desired result from among the four.

Ælrhin Reverie

The Ælrhin routinely enter a semi-conscious state of contemplation, remaining motionless for minutes, days, or even weeks at a time. During such a *reverie*—an astral mystery similar to shamanic trance—Ælrhin require no food and water but are otherwise vulnerable to the elements and bodily injury. They also retain at least some awareness of their physical surroundings.

Elven-folk enter reveries to contemplate their deepest connection to Kelestia and rekindle extraordinary abilities. They must be in a quiet place to attain such a state. Hallowed locations deepen the experience, varying according to elven-kind—the Sinai of Hârn prefer secluded groves; the Hwætharwyn of Altor choose snow-tossed dells; the Naeri of Anzeloria seek lofty treetops.

Reverie

To enter a reverie, the Ælrhin selects one of the five *Reverie Types* (opposite) and takes the following steps.

[1] Action: there is no cant or gesture, but elves must be conscious before entering the reverie.

[2] Test: at the *outset* make a **Spirit Success Value** test.

Sacred Ground: if on Siemist Sacred Ground, include a Secondary Roll against the Ground's Consecration star rating (page 320). A success increases the Spirit SV by 1.

SV	SPIRIT SUCCESS VALUE TEST
≤ 2	REVERIE ATTAINED: Awareness tests and tests associated with Lifting the Veil (page 291) have –20 penalty.
3–4	REVERIE ATTAINED.
5 ☆1	REVERIE ATTAINED: Awareness tests and tests associated with Lifting the Veil have +5 bonus per star. Each star beyond three also both grants +5 bonus to the five Spirit World Action Spirit tests and extends the maximum duration of an astral journey by one round (page 294).
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

[3] Result: Ælrhin never fail to attain the reverie; the roll just determines the modifiers. The reverie is not an astral journey, although those capable of lifting the veil may attempt to do so at any point while in a reverie.

[4] Required Length: the Ælrhin must maintain the reverie for a total number of minutes, hours, or days—according to the Reverie Type—to benefit from its effect at the end.

10 minutes: the Woodcraft and Rejuvenation reveries must last uninterrupted or they must be restarted.

Span: the other three reveries list the *required length* over a *time span* ('8 hours over 1 day'). The Ælrhin must enter the reverie for a *minimum* of 4 hours, may exit it (or have it interrupted), and then may resume it later (making a new Spirit SV upon re-entry). Elves receive the reverie's benefit only upon accumulating the total required length within the given time span. Thus, an elf could enter a Rest Reverie for 4 uninterrupted hours, exit it for 16 hours, and then reenter and complete the last 4 hours, fulfilling the 8 hours of *required length* just barely within the *time span* of 1 day.

Anything that breaks concentration (page 182) also ends the reverie. Non-traumatic physical disturbance (shaking) requires a successful **Will** test to maintain it.

Reverie Types

Ælrhin select one of the following each time they enter a reverie. Completing it produces the given effects.

Woodcraft (10 minutes): for the next 24 hours, the elf includes a Spirit SR with all Stealth tests versus non-Ælrhin (whether opposed or unopposed). A success increases the Stealth success level by one, even of failures.

Rejuvenation (10 minutes): all fatigue from windedness is removed; fatigue from weariness is reduced by 5.

Rest (8 hours over 1 day): several benefits are gained.

- Double the number of Healing Rolls for five days.
- Immune to infection for five days.
- All current fatigue from weariness removed.
- Optional Lucid Dream roll at end (page 292).

Faeriecraft (20 hours over 5 days): upon entering the Faeriecraft reverie, the elf may begin a craft project (even in the semi-conscious state). At the end of the craft project (even if it takes longer than the reverie), a Spirit SR is included in the Craft Success Value test. A successful SR instills a special trait—see CHAPTER 3: SKILLS (page 93).

Blessed Dream (15 days over one 3-month season): Ælrhin who fail to complete a Blessed Dream within the seasonal time span must test **Spirit**:

	SPIRIT TEST
CF	–20 penalty for the next three months to Fate Rolls, and tests of AUR and skills with AUR in the SB; acquire Psyche Stress 4.
F	–10 penalty for the next three months to the tests as for CF; acquire a Psyche Stress 2.
S	–10 penalty for the next three months to the tests as for CF.
CS	No effect.

Sacred Transference: upon completing a Blessed Dream while on Siemist Sacred Ground, Ælrhin may test **Spirit** as if it were the Transference talent to employ a nearby Barasi Point (page 264). If already possessing the talent, the elf gets a test bonus equal to Spirit Index. The ability for Sacred Transference lasts for the next three months.

Seasons: the time spans of the four individual Blessed Dream reveries every year begin with each new calendar season: 1 Nuzyæl, 1 Nolus, 1 Azura, and 1 Ilvin.

DIVINE MYSTERIES

As detailed earlier, the *arcane* mysteries interact most dramatically with the features of reality, such as when incanters channel energies from the spirit world into the physical world as spells. The less accessible *astral* mysteries require their practitioners to inhabit the spirit world, where their souls beseech great entities and forces for enhanced ability. While the workings of the *divine* remain unfathomable—the third and truly obscured mystery—that powers seem to manifest beyond the instrument of folk gives most Kethirans a faith in gods.

THE GODS

The faith in gods expressed by the myriad cultures across Kethira usually manifests as polytheistic beliefs in supranormal essences that transcend the known physical and spiritual worlds. While details and concepts can vary considerably, the following creation lore believed by West Venârian adherents is as an illustrative example.

First Gods

Out of the universal chaos before time and space emerged entities, principles of power, that waged war against each other. These First Gods—the Immutable Ones, original essences—nearly destroyed the cosmos during the Natal Wars. Before making peace, the First Gods had created new essences, the Lesser Gods, to serve them in the war.

Lesser Gods

Even after their release from service following the peace between the First Gods, the Lesser Gods continued to fight. While unable to destroy reality, these essences could kill each other. Throughout the conflict, new creatures were created, including the elder folk and humans, nearly equal in power to the Lesser Gods at one time.

Eventually, after many had been destroyed, the remaining Lesser Gods agreed to the *Ke'lha-Hy-Var-Hyvrak*, the Concordat of the Illimitable Tome. These divine rules explained how the surviving deities would be allowed to compete with each other and to what extent they could intervene in the lives of mortals.

THE CONCORDAT

In order to retain the peace with each other, the Lesser Gods agreed to sixteen principles in the Illimitable Tome. While no single rule is preeminent, their collective upshot is that the purpose and power of the Lesser Gods must remain beyond mortal understanding. Any intervention by the gods in the affairs of folk will usually appear mundane, even indistinguishable from natural events (see page 348 for further discussion of Concordat principles).

DIVINE ASPECTS

Unable to control or even communicate with these essences in any conventional or esoteric way, Kethirans have only an indirect notion of the Lesser Gods. Some learned theologians do not even view them as single entities but rather as collections of transcendent powers aligned around conceptual groups called *divine aspects*.

As the Divine Aspects table on the next page shows, each of these twelve aspects is associated with seven descriptors—*number*, *role*, *element*, *domain*, *world*, *psyche*, and *mode*. The components of a particular aspect can shift over time; some might be shared by or traded between different aspects. Most importantly, the aspects explain how earthly cultures can worship the very same divine constellation of power in subtly different ways.

While each of the aspects is identified by a specific morpheme, such as ZEM or HAL, the various Kethiran societies view them as unique deities according to their own interpretations of the same aspects. For instance, while two cultures might worship a god manifesting the very same ZER aspect, one may venerate more the element of Secrets, while the other, Knowledge. Furthermore, most people believe in the collective existence of several such deities within a single *pantheon*.

Pantheons

Over a score major collections of gods are identified throughout the cultures of just Venarive and Lythia alone, not to mention those of Kamerand, Mernat, and the dozens of smaller groupings among the many tribal peoples. Thus, the West Venarian and Azeri pantheon dominate the major realms of Venarive; the Besha pantheon expresses the cosmology of the people of the Beshakan Desert; the Anzelorian pantheon outlines the deities worshipped on the great southern subcontinent.

RELIGIONS

Within each pantheon are several religions, each identified according to the deity worshipped, itself associated with a specific aspect. Thus, the West Venarian pantheon includes *Agrik*, the fiery god of war; the Besha pantheon has *Aranik*, the lord of desert, sun, and war; and the Anzelorian pantheon counts *Kosheng*, the god of earthquakes, fire, and destruction. All three of these culturally distinct deities share an association with the divine aspect AGR. This aspect-relationship, however, usually does not imply identical nor even similar worship practices. Each religion often expresses idiosyncratic rituals distinct from those of a different pantheon even if they share a connection to the same aspect.

DIVINE ASPECTS

ASPECT	#	ROLE	ELEMENT	DOMAIN	WORLD	PSYCHE	MODE
ZEM	1	First	Soul	Dreams	Stars	Acceptance	Personal
NAV	2	Last	Death	Destiny	Darkness	Discipline	Stealth
KAJ	3	Man	Storms	Leadership	Sky	Freedom	Vitality
EON	4	Mother	Earth	Fertility	Plants	Comfort	Healing
ARA	5	Daughter	Order	Combat	Cities	Justice	Continuity
ZER	6	Uncle	Mind	Knowledge	Mountains	Wisdom	Secrets
HAL	7	Woman	Metal	Wealth	Body	Pleasure	Luck
AGR	8	Son	Fire	Authority	Deserts	Conflict	Power
IVO	9	Father	Animals	Mysticism	Wilderness	Cycles	Creativity
MOR	10	Outsider	Chaos	Undeath	Void	Absolutes	Annihilation
EDA	11	Traveller	Water	Voyages	Oceans	Idealism	Change
KYV	12	Crone	Fungi	Age	Disease	Hate	Decay

ROLE	ELEMENT	DOMAIN
Who *is associated with expressing the Divine Aspect?...a Woman, a Traveller, an Outsider...*	***What*** *is associated with the expression of the Divine Aspect?...Death, Earth, Animals...*	***When*** *does the Divine Aspect express itself?...during Dreams or Combat, with Wealth...*
WORLD	**PSYCHE**	**MODE**
Where *is the Divine Aspect expressed?...under the Stars, in the Cities, among the Void...*	***Why*** *is the Divine Aspect expressed?...for Hate, Justice, Freedom, Conflict...*	***How*** *does the Divine Aspect express itself in a mortal?...through Stealth, Power, Secrets...*

DIVINE POWER

Many fantasy role-playing games that include gods in their world's reality present them as knowable entities—sometimes even as overtly manifest. Far from enigmatic, these gods are dramatically active. Moreover, their followers' power often takes form as accessible magic, simply an alternate but equal technique to that of wizards.

In HÂRNMASTER, the rules governing the divine mysteries reflect the obscure nature of the gods in the world of Kethira. The power accorded to religious characters is more subtle when compared to that of arcane and astral practitioners—an appropriate, even requisite, game design that properly reflects the setting's reality.

Characters can explore the divine mysteries in two ways: through the possession of Grace and the practice of Ritual. *Divine grace* is explained first (page 311), followed by an overview of Venarive's several *pantheons* (page 313). The ensuing *Religions* section explains how the Ritual skill is central to church hierarchies and practices (page 315), and includes a look at the ten religions of the West Venarian pantheon. The Religion section ends with a presentation of an important tribal pantheon, the Emelan Cult of the Covenant (page 343).

Esoterica

Nothing prevents characters from developing both Ritual and esoteric skills such as Pvarism or Astrology—Siemists and tribal peoples do so quite routinely. Nevertheless, the majority of orthodox religions do not incorporate magic *into* their *rituals* because of an observable truth: the arcane mysteries neither demonstrate the existence of the gods nor verifiably result from the gods' association with them.

However, a few religions, indeed, incorporate esoterica into summoning rituals. In the West Venarian pantheon, this includes the churches of Agrik, Morgath, and Naveh. Most people consider this 'black magic' or 'demonry'—a central reason why many realms proscribe these three religions. The more accepted faiths view the summoned—whether the Shadow or demons—not as a theological threat but rather as dangerous phenomena in themselves. The closing Divine Mysteries section provides game rules for performing such *ritual summonings* (page 346).

THE HÂRNIC RELIGIONS

Players familiar with previous editions might prefer to skip ahead and read the specifics of a familiar religion—Agrik (page 323) or Larani (page 329)—to have in mind when reading the following broader, initial sections.

Divine Grace

For reasons known only to them, the Lesser Gods sometimes establish a special relationship with living folk, a connection the faithful call a *state of grace*. Utterly incomprehensible, grace is not a skill mortals can develop but is rather a god's gift bestowed on one deemed worthy.

A character may receive the state of grace in two ways.

Birth: the divine might award grace to characters when they are born. During character generation (page 40), players roll a d20 to determine whether grace points are granted to their character and how many. If the character is simply Marked for Grace, or actually receives 1–2 Grace, the player selects one of the twelve aspects (page 310) to be associated with its bestowal. While the aspect might reflect their persona—a trait, skill, faith, or occupation—characters with grace need not be priests or religious at all. Even an aspect diametric to their nature is possible.

Deeds: the divine also select people for a state of grace according to their actions in the world. Characters who are followers of a religion, itself associated with a specific aspect, often have such feats clearly defined for them according to the faith's traditions. The GM can treat other undertakings, even ones made by the non-religious, similarly. In all cases, the chance to receive grace through deeds requires completing an Ordeal (page 318).

MIRACLES

Characters who achieve a state of grace are able to request miracles. Whereas arcanists can dictate their magic to work overtly and strangely, characters with grace *cannot control how miracles unfold*—they merely make the request. It is the Aspects (the Lesser Gods) who decide whether and how the miracle manifests. When they answer a call and do intervene in the world, their resulting miracles usually present as natural events or good luck.

For example, escaping from a collapsed cave by melding through tons of rock requires Fyvrian magic; finding egress through a fortuitously discovered hidden passage could be a miracle. Conjuring ethereal fire into your palm is a Peleahn spell; sparking a fire with the first strike of flint on a storm-drenched ship could be a miracle.

The Gods also usually refrain from producing miracles that are technically mundane but still rare and amazing. While tidal waves, earthquakes, and meteor showers are all natural events, the few Kethirans who have experienced them would view them as quite extraordinary and enigmatic, perhaps even attributing their sudden, catastrophic appearance to the working of powerful magic.

However, there are exceptions that can challenge some of these very restrictions. While characters with grace still cannot dictate their precise effect, such *uncanny miracles* can manifest inexplicably, some even quite strangely.

Miracle Request

Characters with at least one Grace may ask for a miracle.

[1] Test: requesting a miracle does not involve a test.

[2] Action: there is no required cant or gesture. The entreating character need not be conscious but must be alive. Only the *intent* of the miracle is described; requesters have no control over the specific way the miracle plays out in the world. The GM determines if the request is granted in light of the Concordat's restrictions (page 348) and the following guidelines:

- A miracle is denied if the request starkly contradicts the Aspect associated with the character's Grace, as defined by its seven descriptors (page 310).
- A miracle to save the life of the requester (and allies) is granted; a miracle to smite suddenly another creature is denied—although deaths might indirectly result from the miracle (see The Virtuous example, page 312).
- A miracle manifests only in the present encounter or near-term situation, and only if it directly involves the requester. There is some leeway here, with miracles perhaps manifesting a few days after the request (see The Lucky example, page 312).
- A miracle disrupts the physical environment as little as possible, even if otherwise natural. The rare *uncanny miracle* (below) can be an exception.

[3] Time: the request takes no time (not even a free action).

[4] Result: if the request is granted, reduce the character's remaining Grace by 1; the GM then weaves the miracle's result into the game narrative. A miracle request is not an opportunity for the GM to trick players or twist their wording. The miracle is either granted, its intention honoured; or denied, but rephraseable until accepted.

TRACKING GRACE

Players record two Grace numbers: the *total* amount ever received; and the *remaining* left to spend on miracles. For example, a character starts with 2 Grace, spends 2 on miracles (leaving 0), but then earns 2 from an Ordeal, raising the total amount to 4 with 2 remaining.

Characters with Grace from more than one Aspect track amounts separately. The Concordat's Principle of Self-interest (page 348) might prevent some miracle requests by those with multiple Grace from conflicting gods.

UNCANNY MIRACLES

Each time a miracle is granted, the GM rolls a d20—if the result is less than or equal to the requester's remaining Grace (before reducing it for the current miracle), the Aspect might produce an uncanny miracle instead of a mundane one. The GM decides if it actually happens, and just how strangely. For tips, see The Virtuous example on the next page and Advice & Options on page 349.

GRACE & MIRACLE EXAMPLES

THE LUCKY

Sarbo is a mercantyler from the great city of Tashal on the isle of Hârn. Intelligent and alert, Sarbo is not particularly martial or athletic, but the player decides to make him adventurous, willing to take unconventional risks to acquire wealth and power. During character generation it is determined that Sarbo possesses two Grace points.

Grace: the player decides to roleplay the grace as completely unconscious to the character. While perhaps vaguely believing in the gods of the West Venarian pantheon, Sarbo does not possess Ritual skill in any of its ten religions. Given Sarbo's shrewd materialistic bent, the player links his grace to the HAL aspect, considering its domain (*wealth*) and mode (*luck*) as partial explanations for the character's persona. Throughout his life many have considered Sarbo extraordinarily fortunate—he sees this as resulting from thoughtful planning rather than from some unseen force. During the early part of the campaign, Sarbo's player spent 1 point of Grace, leaving him with 1 out of the total of 2.

Miracle: Sarbo is currently part of a group travelling the wilderness Fur Road into the rugged northern lands of Orbaal. Halfway to their destination, Lorkin—a coastal town where they hope to find timely passage to a keep on the outer islands—a terrific thunderstorm waylays their progress.

Worried about reaching the keep in time to complete a lucrative trade with its lord, Sarbo realises they will need to book a vessel quickly in Lorkin for the ensuing voyage. Sarbo's player announces that this 'wishful thinking' will actually be an unconscious request for a miracle.

The characters continue their march through the wilderness to Lorkin. The GM rolls a 4 on the d20 against Sarbo's one remaining Grace—a mundane miracle. Upon arriving, Sarbo meets within hours an old friend, a retired Orbaalese viking piloting a small Nivik sailing ship, now anchored in port. As it turns out—luckily—the pilot owes Sarbo a huge favour from years ago and is more than happy to transport his group to the island immediately.

THE IMMACULATE

Jayda is a native of Iwil, a Numec subnation in the northwest region of Hepekeria. Born into the Zawan (bard) caste, Jayda travels the deserts of her people, bringing news and sharing tales.

Grace: during character generation Jayda's player rolled to see whether the character starts with grace—an 18 produced 1 Grace point. Since she also has skill in Aseq Ritual (*solitary wanderer*), the player links her grace to ZER, the god Aseq's likely aspect. Its element (*mind*) and domain (*knowledge*) nicely reflect Jayda's bard occupation.

Miracle: in the middle of one adventure, Jayda and the other PCs find themselves captured by a group of bandits deep in the desert. With the PCs facing sure execution, Jayda's player describes a plan for escape that involves her attempt to influence the bandits with a glorious tale about their people's past. She also decides that this is a crucial moment in the campaign for Jayda to request a miracle. It is especially suitable since the scheme involves skills very much in line with the ZER aspect—mind and knowledge.

Jayda's player roleplays the storytelling and tests its impact with an Eloquence (Folklore) Success Value test. She describes the intent of Jayda's miracle request: '*please help me and my allies safely escape from the bandits*'. The GM deems this an appropriate request and rolls d20 against Jayda's 1 point of Grace—a 14 means the miracle will manifest naturally (nothing 'uncanny').

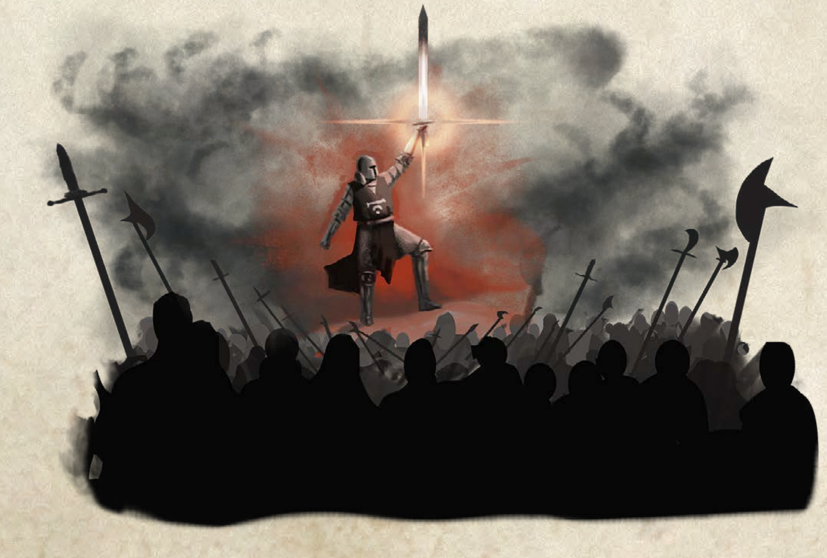
While Jayda's storytelling is effective in its own right, the GM expands its influence to include several fortuitous—but mundane—elements: the guards watching over the other imprisoned PCs are drawn away by the revelry engendered by Jayda's inspiring tale, allowing her friends to break free of their poorly secured shackles…

THE VIRTUOUS

Sir Toneld hails from Shorkyne in northern Venarive but is presently a freelance knight in the Palithaner army besieging the city of Waleden. In service to the River Army to the east of that conflict, Sir Toneld's mercenary band has been involved in many skirmishes against the attacking Trierzi feudal muster near Hevel manor.

Grace: no PC in the group received Grace during character generation. However, Sir Toneld's player selected for him skill in Larani Ritual, a reflection of the character's pious chivalrous outlook and combative occupation. During the ensuing campaign, Sir Toneld completed a Substantial Ordeal (travelling from his homeland far to the north to the besieged Waleden) and received 2 Grace for doing so. The player links them to the ARA aspect—associated with Larani—and envisions Sir Toneld as a holy warrior who acts in the name of the Lady of Paladins.

Miracle: with Sir Toneld's group cornered in a dire melee with a dozen Trierzi enemies, his player describes a miracle request to save the knight and his three fellow mercenaries, a quite logical association with ARA. The request is accepted, reducing the remaining Grace to 1. The GM's d20 roll against the 2 *total* Grace is 2—the miracle is *uncanny*. The GM decides that the Trierzi warriors must begin to make Morale Rolls at the start of each turn until Withdrawing or Routed (with Rally Rolls automatically failing)—this is the mundane part of the miracle. Additionally, a halo of crimson-streaked light seems to follow Sir Toneld as he vanquishes the enemy with a heroic display of virtuous battlelust. His resounding cry of '*Ambrathas!*' permeates the field, silencing the ringing of steel and the death rattle of fallen enemies.



Pantheons

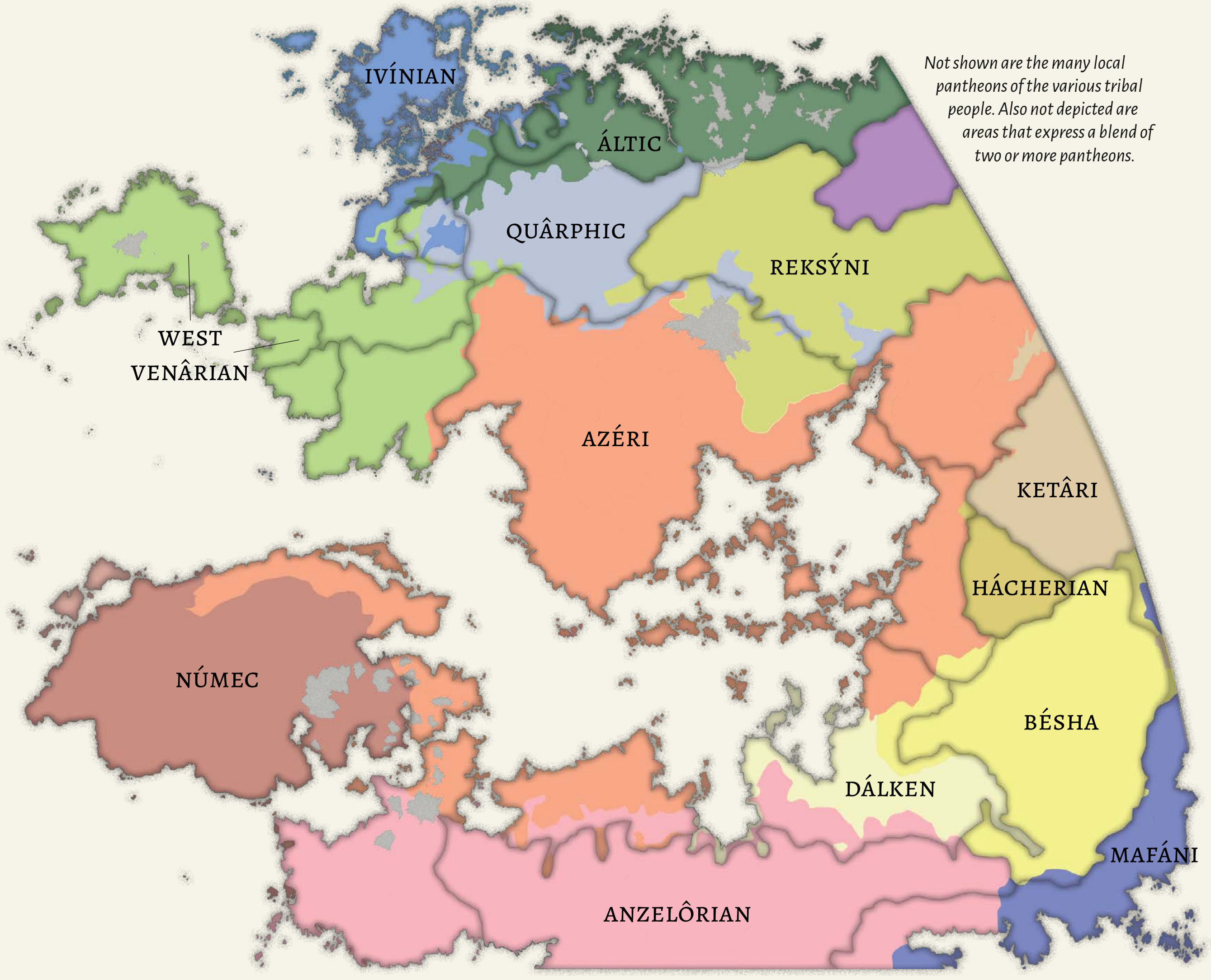
Kethira's central landmass of Lythia is home to hundreds of religions collected into over a score distinct pantheons. Those of continental Kamerand and Mernat, as well as the various religions of the many isolated peoples throughout the entire world, greatly increase the array. This book focuses on the pantheons and religions of *Venarive*, the populous northwest portion of Lythia.

A single pantheon consists of several religions. For instance, the West Venarian pantheon is comprised of ten, each devoted to a single god: Agrik, Halea, Ilvir, Larani, Morgath, Naveh, Peoni, Sarajin, Save-K'nor, and Siem.

Most folk recognise their culture's entire pantheon and often informally propitiate a handful of its gods. A humble farmer might offer several short prayers to various gods throughout the same day: to Peoni for abundance while in the fields, to Larani for protection while travelling, and to Morgath for appeasement upon hearing the death of a distant family member.

The map below shows the extent of thirteen major pantheons of Venarive. The Major Religions of Venârivè table on the following page lists each of their religions, including the associated divine aspects.

MAJOR PANTHEONS OF VENÂRIVÈ



Not shown are the many local pantheons of the various tribal people. Also not depicted are areas that express a blend of two or more pantheons.

MAJOR RELIGIONS OF VENÂRIVÈ

ÁLTIC

Arák	God of fire & summer	AGR
Juóksa	Defender of home & children	ARA
Maádtera	Outcast creator of souls	IVO
Manna	Lord of dreams & mysteries	ZEM
Roúhtta	Bringer of disease & death	MOR
Sýra	Mother of All	EON

In addition to these six traditional gods, the worship of Sarajin of the Ivinian pantheon has become more prominent.

The Altic people also practice shamanism, especially among the more traditional Forest and Great Alt tribes.

ANZELÔRIAN

Ashánga	Goddess of rivers, daughters, craft	ARA
Keléna	God of strength, honesty, man	KAJ
Kósheng	God of earthquakes, fire	AGR/IVO
Liga	Goddess of love	HAL
Pârva	God of magic, transmutation	IVO/ZEM
	(or magic, knowledge, fire)	ZER/AGR
Porgor	God of death, stealer of souls	MOR/NAV
Tével	God of wild, forests, animals	IVO/ZEM
Túva/Thóna	Goddess of earth, farming, woman	EON

In addition to these major gods commonly worshipped across Anzeloria, there are many local gods and deities of considerable variability. There are few organised religions in the region, and even fewer priesthoods that extend beyond a given tribe or clan.

Many Anzelorians also practice shamanism.

AZÉRI

Ágrik	God of power, fire, authority, war	AGR
Eóni/Peóni	Goddess of agriculture, healing	EON
Haléa	Goddess of wealth, trade, pleasure	HAL
Mórgath	God of unlife & undeath	MOR
Sávè-K'nôr	God of knowledge & puzzles	ZER
Varáni/Laráni	Goddess of honour, civilization, sea	ARA

This also serves as the Karejian pantheon and is very similar to that of the West Venarian. The following smaller religions and 'cults' are recognised but not given official status:

UNOFFICIAL

Ilvîr	Same as West Venârian god (cult)	IVO
Kelénos	Anzelôrian legions' god of war	KAJ
Navéh	God of outcasts and lower castes	NAV
Sárajîn	Same as Ivinian god (mercenaries)	KAJ
Zârath	Same as Mafáni god	ZEM

BÉSHA

Áranik	Lord of the desert, sun & war	AGR
Navéh	Lord of the night & death	NAV
Tásha	Mother of the hearth	EON

The Besha nomads of the Beshakan Desert worship only a small subset of those deities recognised by other peoples. Aranik is dominant, while Naveh is venerated by small cults.

In common with many tribal cultures, the Bésha also practice shamanism.

DÁLKEN

Álneha	Goddess of pleasure, self-fulfilment	HAL
Áranik	God of attack, war, authority	AGR
Áranu	Goddess of defence, war, order	ARA
Keléna	God of strength, honesty, justice	KAJ
Navéh	God of discipline, focus, self-control	NAV
Orgûrl	God of death, eternity, undeath	MOR
Pyârvir	God of weakness & corruption	IVO
Shávkan	God of knowledge, truth, knowing	ZER
Târga	Goddess of life, river, fertility	EON
Zârath	God of mystery, illusion, dreams	ZEM

Dalken theology is polytheistic to a greater extent than is commonly the case in other parts of Venarive. Duality is an important concept in the pantheon. For example, the rival Churches of Aranik and Aranu recognise a strong theological link with each other.

HÁCHERIAN

Nálma	Great god of light	—
Ovrásh	Great devil of darkness	—
Ábranik	Devil of war & fire	AGR
Bârkir	Devil of corruption & infertility	IVO
Bôrgul	Devil of undeath & darkness	MOR
Élbana	Angel of harvest & mercy	EON
Hánea	Angel of beauty, art & pleasure	HAL
Kórlûr	Devil of war & earthquakes	KAJ
Navásh	Devil of silence & subterfuge	NAV
Sârab	Angel of dreams & wisdom	ZEM
Shábkan	Angel of knowledge & tricks	ZER
Várana	Angel of civilisation & honour	ARA

The Hacherim only recognise two vague gods—Nalma and Ovrash. They perceive other divine beings as servants of this duality, either angels (nalmarim) or devils (ovrarim).

IVÍNIAN

Álvalir	Children of Sárajîn	*
Elkýri	Demigoddesses & heroines	*
Jârlak	Wolf Messenger	ZER/NAV
Njéhu	Whale of the Deeps	EDA
Sárajîn	Lord of the snows, storms & waters	KAJ
Úsnârl	Bear of the North	IVO

Traditional Ivinians worship only Sarajin and his associates or demigods listed above. They consider almost all other gods to be unworthy of veneration, but this attitude is changing as their voyages bring them into greater contact with other pantheons, such as the West Venarian.

** Aspects vary greatly.*

KETÂRI

Aréka	Spirit of wind & hawks	AGR
Julkâr	Spirit of foxes & hunting	ZER
Ketán	Spirit of horses	IVO
Retâr	Spirit of the sky	KAJ
Sesáya	Spirit of music & hospitality	HAL
Sýnaya	Spirit of the land	EON
Umára	Spirit of rivers & wells	ARA

Similar to the Reksyni pantheon, the deities of the Ketari are viewed as 'spirits' rather than 'gods', their nature more abstract than even the most mystic of Western faiths.

The Ketari also practice shamanism.

MAFÁNI

Arama	Goddess of monsoon, cities, sea	ARA/HAL
Éhlam	God of fortune, luck, pleasure	HAL
Keléna	Anzelôrian god of strength, honesty	KAJ
Nâma	Goddess of fertility, healing	EON
Naváh	Neuter deity of secrets, discipline	NAV
Orgásan	God of undeath	MOR
Ráranik	God of fire, volcanoes, war	AGR
Shávkan	God of knowledge	ZER
Zârath	God of mystery	ZEM

While some of the Mafani gods are similar to those of western Venarive, others seem unique enough to appear as nearly distinct gods.

NÚMEC

Aséq	Counsellor, Mouth of Azáy, wanderer	ZER
Azáy	Sun god, ruler	AGR
Haláh	Goddess of pleasure	HAL
Imút	Harvester of the Faithful	NAV
Ínhed	Craftsman, maker	IVO
Íswid	Exiled god, stealer of souls	MOR
Kelána	Faláni god of war, strength, leaders	KAJ
Laráh	Wife of Azáy, cities	ARA
Peyáh	Keeper of the Hearth	EON
Rájin	Violent Wind of the Desert	KAJ
Târgit	Dreamer, brother moon	ZEM

The Numec of Hepekeria also practice shamanism, especially that involving Ancestor Spirits.

QUÂRPHIC

Anúlomè	Spirit of the sun, sky, & fire	AGR/KAJ
Díyel	Spirit of the moon, stars, & ice	ARA/ZEM
Kurazla	Demon Spirit of the dark & death	NAV

While they characterise their two chief gods as 'spirits', the Quarph also practice shamanism.

REKSÝNI

Arák	Brother-Wind	AGR
Jakâr	Brother/Sister-Trickster	ZER/NAV
Ketán	Brother-Horse	IVO/ZEM
Réka	Father-Sky	KAJ
Sesáy	Sister-Song	HAL
Sýna	Mother-Earth	EON
Umáy	Sister-River	ARA

With no specialised priesthood, the Reksyni give leaders a religious role and recognise notable others as prophets.

WEST VENÂRIAN

Ágrik	God of power, violence, pestilence	AGR
Haléa	Goddess of wealth & pleasure	HAL
Ilvîr	God of strange creatures	IVO
Laráni	Goddess of chivalry	ARA
Mórgath	Master of the Undead	MOR
Navéh	God of thieves & assassins	NAV
Peóni	Goddess of agriculture & healing	EON
Sárajîn	Ivínian Lord of war, honour & sea	KAJ
Sávè-K'nôr	God of knowledge, tricks & jest	ZER
Siém	God of dreams, mysteries, Elder Folk	ZEM

This west Venarian pantheon serves the major realms of the Hârnic Isles, Shorkyne, Emelrene, Palithane, and Trierzon. Many of the tribal peoples throughout the regions, especially on Hârn, practice shamanism.

The Emhle tribal folk have a variegated system of worship called the Cult of the Covenant. Central to their pantheon are a group of nine Old Gods called the Kuelrhyn (page 343).

Religions

The belief in a culture's pantheon does not express itself directly as a game mechanic. Players simply roleplay their character's fidelity to its various gods to whatever extent they wish, perhaps taking into account morality and personality traits. Characters test **Folklore** to measure general knowledge of their native pantheon, such as a salient overview of its various religions.

RITUAL SKILL

A Ritual skill exists for each religion. Even those that share the same aspect have their own skill: Ilvir and Ylvyr both express IVO aspect but have different Ritual ML. Two religions employ regional spellings but *share* a Ritual ML with the more common name: Eoni/Peoni; Varani/Larani.

CHURCH HIERARCHY

Characters with Ritual skill in a religion are called its *followers*. Most religions have two types of followers—*clergy* (the ordained leaders of the church); and *laity* (everyone else). Some religions sponsor *fighting orders* that accept lay followers as members.

All religions recognise their followers' access to ritual performance according to Circles of Command. These range from no circle (the basic precepts known by the laity) up to Circle VII (the most obscure clerical practices). Most religions also express church offices at certain circles. For example, here is the Laranian hierarchy:

LARÁNI CHURCH HIERARCHY

CIRCLE	CLERGY OFFICES	FIGHTING ORDER OFFICES
I	Acolyte	Soldier · Knight · Knight-errant
II	—	Commander
III	Temple Priest	Grandmaster
IV	High Priest · Bishop	—
V	Archbishop	—
VI	Primate	—
VII	Pontiff	—

Some religions have no offices, and even a very loose definition of 'clergy'. Whatever the church, the maximum Circle of Command depends on the type of follower.

Clergy: characters of the Priest, tribal Invoker, and Shaman occupations (and Ritual ML20+) are of Circle I to Circle VII. These are gained in order, even if a circle has no office or even in religions without church offices at all.

Fighting Order: the highest available circle is the highest one with an office. Thus, the highest circle in a Laranian fighting order is III (with Grandmaster its one office).

Laity: all other followers are laity and have zero Circles of Command, no matter how high their Ritual ML.

Circle Advancement

Followers may try to obtain the first or next Circle at a festival, a sacred event usually held only once or twice a year. The follower makes a **Ritual (Intrigue SR) Success Value** test (Intrigue success increases SV by 1).

The follower advances if the result at least equals the SV required according to the Circle sought (see table right).

CIRCLE	SV
I	2
II	4
III	6
IV	8
V	10
VI	11
VII	12

Morality: reduce SV by 1 for each point the follower's MOR score diverges from the closest end of the faith's accepted range (see Orthodox Morality, page 322).

Office: if the Circle *has* an office, the same Ritual (Intrigue SR) test also resolves whether the office can be obtained:

CIRCLE	TEST RESULT IN ORDER TO OBTAIN OFFICE
I	Either the Ritual test or the Intrigue SR succeed.
II–III	Both the Ritual test and the Intrigue SR succeed.
IV–VII	The Ritual test is a CS and the Intrigue SR succeeds.

Example: *a lay follower with Larani Ritual ML22 and Intrigue ML30 tries to obtain Circle I (Acolyte). The Ritual (Intrigue SR) SV test roll is 42 (failure) with a d10 roll 1 (success), resulting in SV2 (Ritual Index 2 − 1 + 1 = 2). The SV2 is high enough to obtain Circle I* and *the Office requirement is also met, since the Intrigue SR succeeded despite the Ritual test failing.*

If the office is not obtained, the Circle is usually denied. In rare cases of nepotism or sudden vacancy, offices might be awarded regardless of Circle or Ritual ML.

Fighting Order Advancement: the Ritual (Intrigue SR) Success Value test to advance must also include the character's Initiative Secondary Modifier.

RELIGIOUS PRACTICES

Whatever the circle or office, characters can take part in a religion through four practices. All religions employ the same four routines for resolving each of these practices.

Ceremony (page 316): the most routine expression of faith, often led by clergy and attended by many followers.

Festival (page 317): usually annual celebrations where followers gather at a special place or time to renew their essential beliefs.

Ordeal (page 318): hallowed actions undertaken by the faithful, or even sometimes by those outside the religion.

Ritual Devotion (page 318): acts of prayer by clergy, who may target their effects at themselves or at followers or other voluntary worthies.

STYLE SECONDARY ROLL

The following list of service Styles is not exhaustive; some ceremonies might use others.

STYLE	SR	EXAMPLES
Dance	AGL	Agrikan combat manoeuvre
Ecstasy	EMP	Sarajinian revelry
Oration	ELO	Laranian sermons
Spectacle	CRE	Ilviran theatrics

The presiding priest may derive the SR from an alternate skill if it produces a higher TN. Dance can replace AGL in the Dance style; Discourse, in an Oration; and Theatrics, in a Spectacle.

Oration: followers and the presiding priest must have at least Index 2 and 3, respectively, in the local language used (or in the temple tongue used if the church has one). Otherwise, they all may only enter Solitary Prayer.

SOLITARY PRAYER

Many ceremonies allow or require followers to worship alone rather than attend a service. Such solitary prayer must take place at the same date and time as a service. All the effects and modifiers of a service apply to solitary prayer except where noted here:

- The Blessing bonus equals the SV-result of the follower's own **Ritual Success Value** test.
- There is no Benediction Modifier.
- Maximum bestowal equals Ritual Index+1.
- Doctrine subjects are selected among those of a level equal to or below ceremony level.

CEREMONY EXAMPLE

A Circle III Larani priest named **Xelden** *has Larani Ritual ML71, Piety 2|4, and MOR14. He performs the Soratir oration speaking Hârnic, but not on sacred ground. The d100 test roll is 84 (F), producing Success Value 6 (Ritual Index 7−1=SV6) and a two-star benediction. Xelden has ELO12 (ML60), so two d10 SR are made against TN6. A 4 and 8 equal one success: a +1 benediction modifier.*

A follower named **Jela** *with Larani Ritual ML15, Hârnic ML48, Piety 1, and MOR16 attends this very same Soratir ceremony. Jela receives a +2 blessing: +1 from her Larani Ritual Index 1 and +1 from the Xelden's benediction modifier. Her Peity remains 1. She applies the* +2 blessing bonus *to tests of* one *doctrinal subject, choosing Initiative (page 316).*

The attending priest **Xelden** *gets +1 bonus from his own benediction and +7 from his Larani Ritual Index 7. This equals the maximum* +8 blessing bonus *for the next 30 days. His Peity 2|4 is restored to its maximum 4 (Circle III plus 1 from a Festival bonus), and he applies the +8 blessing bonus to the tests of four doctrinal subjects for 30 days—Initiative, Riding, Melee, and Shock.*

Ceremony

The most common religious practice is the ceremony; followers participate in them to receive a blessing. The ceremonies of the West Venarian pantheon are detailed on the second page of each religion's description (pages 326–44). Resolve these nine steps to complete one:

[1] Date: ceremonies take place only on specific days of the month, varying according to religious tradition.

[2] Requirements: some ceremonies require a minimum circle and office, most often the high ceremonies. Low ceremonies have no such requirements and are usually open to all, although some followers might be denied attendance by the clergy or church for political reasons.

[3] Style: clergy of at least Circle III must perform the ceremony. The service is done in a specific Style, each keyed to a Secondary Roll in step 5, below (see sidebar Style Secondary Roll for sample types).

[4] Time: ceremony length varies, as stated specifically in each entry. Followers must attend the entire period in order to receive the blessing.

[5] Benediction: at the end of the ceremony, the presiding priest makes a **Ritual Success Value** test. This is called the Benediction Roll.

Trauma: the priest must be able to maintain *concentration* (page 182) throughout the ceremony. All types of fatigue apply to the test.

Sacred Ground: apply the Consecration bonus if the ceremony takes place on sacred ground (see the Consecration Ordeal, page 320).

SV	RITUAL SUCCESS VALUE TEST
≤4	BLESSING: the ceremony bestows the blessing in step 6.
5 ☆1	BLESSING: the ceremony bestows the blessing in step 6. The priest then makes one Style Secondary Roll for each star earned (see the table and text at the top of the sidebar for the exact attribute or skill according to style). Roll each d10 separately against the same TN—each success grants a +1 Benediction Modifier in step 6.
6 ☆2	
7 ☆3	
8 ☆4	
9+ ☆5	

Critical Failure: priest tests Will—any failure reduces benediction modifier by one.

[6] Blessing: a completed ceremony bestows a blessing bonus on both the attendees and presiding priest. The bonus equals each follower's own Ritual Index plus the benediction modifier from step 5:

BLESSING BONUS = FOLLOWER'S RITUAL INDEX + BENEDICTION MODIFIER

Maximum Blessing: the maximum bestowal equals the presiding priest's Ritual Index+1, regardless of a follower's own Ritual Index.

[7] Piety Restoration: the ceremony also restores a follower's Piety to its maximum, no matter its current amount. Maximum Piety equals the higher of either Circle or 1; plus 1 for a Festival bonus (page 317).

Morality: reduce maximum Piety by 1 for each point a follower's MOR diverges from the faith's Orthodox Morality score (page 322).

[8] Doctrine: followers apply the blessing bonus to the EML of tests in a number of Doctrinal subjects equal to their *maximum Piety*. Attendees are limited to the subjects according to ceremony level (low or high); a presiding priest has access to both low and high subjects (page 322).

[9] Duration: 30 days. Attending identical ceremonies within the same 30-day span has no effect. Some religions simply offer more opportunities for followers to attend the same ceremony each month.

Festival

Followers may participate in special events called festivals. Uniquely named for each religion, they allow the faithful to renew the religion's core principles. Resolve the following eight steps to complete a festival.

[1] Date: festivals take place on specific days, varying according to religion, but most often only once a year. See pages 324–342 for the specific festivals each religion celebrates. The festival's date might also correspond to a monthly ceremony—complete the festival routine before the ceremony routine.

[2] Requirements: most festivals have no Circle requirement, so all attending followers may benefit.

[3] Style: festivals usually require the lead of at least Circle IV clergy and can vary in Style, as for a Ceremony (page 316, step 3). Some festivals can consist of Solitary Prayer (page 316 sidebar).

[4] Time: festivals last several days or weeks, but there might be shorter exceptions. Followers must attend throughout to receive their benefits.

[5] Circle Advancement: followers may seek Circle Advancement (page 315). Sometimes such advancement attempts occur at other times of the year, such as when a suddenly vacated office needs filling.

[6] Benediction: at the festival's end, the attending priest makes a Benediction Roll identical to that made in a Ceremony (page 316, step 5), including the same modifiers to the Ritual test. Apply the SV result to the same table and generate a number of Style Secondary Rolls.

[7] Renewed Faith: for each individual clerical and lay attendee roll the number of Style SR dice as generated by the priest's Benediction Roll in step 6. If at least one Style SR succeeds, then that follower receives a +1 Festival bonus to their monthly *maximum Piety*.

Morality: for each point the attending priest's or follower's own MOR diverges from the faith's nearest Orthodox Morality score (page 322), reduce the number of Style SR dice by one. If the number of dice is reduced to zero or less, then that follower receives no rolls.

Solitary Prayer: for festivals celebrated through Solitary Prayer, each follower completes their own Benediction in step 6 and generates their own Secondary Style SR using *Will*. The Morality modifier still applies.

[8] Duration: one year. For religions that hold multiple Festivals each year, followers simply have the chance to gain the Renewed Faith benefit more often; however, the bonus never exceeds one.

FESTIVAL EXAMPLE

Jéla has Morality 16 and Piety 1. She takes part in the Feast of Saint Ambrathas, *the yearly Laranian festival (page 330). The presiding Circle IV High Priest has Ritual ML82, ELO16, and MOR14. The Benediction Roll is 42, resulting in SV8 (four stars). Four d10 are rolled for Jela against the priest's Style TN8 (the Index of ELO16). A 2, 3, 6, and 10 produce at least one success, so Jela receives the +1 bonus to her maximum Piety from the Renewed Faith of the festival. With zero Circles of Command, Jela now has a maximum Piety 2 for the ensuing year (see step 7 of the Ceremony routine, page 316).*

DIVINE ARCHETYPES

For characters primarily involved in the divine mysteries, specific characteristics and skills can shade their personality. Consider these disparate religious archetypes:

The Crony has been appointed to a church office without the usual Circle of Command or even Ritual ML. Such nepotism is usually rare.

The Cynical might not have Grace but does have Ritual skill, high ELO, and a church office. The Cynical could be the self-serving Peonian bishop with a *corruptible* morality; or a true deviant with even darker motives.

The Hermit has attained Circle III and a high Ritual ML but expresses faith purely through Solitary Prayer and Ritual Devotion.

The Immaculate has Grace and perhaps some Ritual ML. This could be a devout child-saint or a nuanced character like Jayda (page 312).

The Lucky has Grace but no Ritual ML. The good fortune comes about unconsciously, as in the example of Sarbo (page 312).

The Pretender has no Grace and some Ritual ML but does have Theatrics skill, high WIL, and perhaps lore skills. This could be the charlatan priest who bilks the parish out of its tithes.

The Scholar has Ritual ML in several religions, even those of widely different Morality. The character pursues religious knowledge, whether an effective (orthodox) follower or not.

The Subversive has high Ritual ML and has attained several Circles in the clergy. However, with an unorthodox Morality score, the Subversive is there to spy or undermine, likely drawing on strong Guile and Intrigue skills.

The Tortured Soul has Grace, but from a diametric Aspect, such as a guilt-wracked knight of Larani whose Grace is associated with chaos and annihilation (MOR).

The Virtuous has both Grace and Ritual mastery. This is the religious paragon—a questing paladin of Larani, a diabolical reaver of Agrik, a prophet of Save-K'nor.

TYPES OF ORDEALS

Religious ordeals can take many forms. For descriptive purposes they are usually considered one of four types.

Pilgrimage: a journey to sacred ground or to a relic. Each religion defines specifically what constitutes the destination and sometimes even the route of such trips.

Quest: the completion of a specific action in the name of a religion's tenets. While often including great travel, the successful quest depends on the accomplishment of a specific goal, regardless of where it takes the follower.

Sacrifice: the offering of something in the name of the follower's deity. Such an oblation might not require travel or even much effort; the emphasis is rather on the presentation of the object/person—the sacrificed.

Trial: the risk of divine judgement. The follower undergoes appraisal or performs an action, both to demonstrate religious purity.

ORDEAL MAGNITUDE

An ordeal is rated according to its magnitude—minor, substantial, or great. The number in parentheses is how many d20 Ordeal Rolls are granted in step 4 of the Ordeal routine.

Minor (1): most often simple trials and sacrifices, neither of which endanger the follower very much. The most routine pilgrimages might be minor ordeals, but quests, by definition, rarely are.

Substantial (2): most trials and sacrifices, and many arduous pilgrimages. The simplest quests are usually substantial ordeals.

Great (3): only the most important trials and sacrifices are great ordeals, whereas many pilgrimages and most quests demand this highest level of effort.

ORDEAL ROLLS

	STARTING TOTAL GRACE			
D20	0	1–2	3–5	6+
1–4	0	0	0	0
5–6	0	0	0	1
7–8	0	0	1	1
9–10	0	1	1	1
11–20	1	1	1	1

***Ordeal Example**: a devotee with Grace 0|1 completes a great quest and so rolls three separate d20 on the above table—the results are 3, 11, and 17. Each is separately compared to the 1–2 column since the devotee had 1 total grace at the start of the ordeal. The dice rolls generate 2 Grace from the quest (0 + 1 + 1), increasing the character's Grace to 2|3.*

Ordeal

An ordeal is the rarest religious practice, undertaken by the devout in hopes of entering a state of grace with their deity. It is seemingly the most dramatic way a follower ever 'connects' with their god.

See the sidebar for a description of several types of ordeals and their level of importance, called magnitude. When a character undertakes an ordeal, take the following five steps to determine its effect.

[1] Kind: note the kind of ordeal borne, rated according to *magnitude* (minor, substantial, or great) and *type* (pilgrimage, quest, sacrifice, or trial). For the West Venarian pantheon, the details of many unique ordeals are given in the religion entries that follow (pages 324–342).

[2] Devotee: the character embracing the ordeal is called the devotee. Certain ordeals have restrictions concerning who may undertake them. Most require the devotee to be a follower of a specific religion, or even a special sub-class, such as 'knight of Larani'.

Sometimes non-followers may undertake an ordeal. Certain rare ordeals might be open to those without even their conscious volition. For instance, a cruel and unforgiving warrior overcome with battlelust during a large conflict might afterwards draw the attention of the AGR aspect, which views the bloodthirsty display as a successful minor trial.

[3] Feat: each ordeal describes very specifically the actions required of the devotee. This is called the feat. Failing to complete the feat results in a failed ordeal. Fulfilling it allows the devotee to proceed to step 4.

[4] Ordeal Rolls: upon completion of the feat, the devotee is allowed to make one, two, or three separate d20 rolls on the Ordeal Rolls table in the sidebar. The exact number of rolls is determined by the ordeal's magnitude. Each such roll generates zero (0) or one (1) Grace, according to the devotee's *total Grace* possessed at the start of the ordeal.

Marked for Grace: when characters with a Grace of '0 MARKED' complete an Ordeal, they roll an extra d20 for the Ordeal Roll, dropping the lowest result and applying the rest. If they earn at least 1 Grace, the MARKED status is removed. If they fail to earn Grace, the MARKED status remains.

[5] Grace: the summed result of all d20 Ordeal rolls equals the number of grace the devotee receives for completing the ordeal. This increases both the character's total grace and the amount left for miracles.

Ritual Devotion

Starting at *Circle II*, clergy are taught *Ritual Devotion* to express their faith beyond the liturgical formality of ceremonies. Such prayer enables them to extend extemporaneously the blessings of church doctrine to themselves, followers, and even those outside the faith.

Clergy of at least Circle II with at least one Piety may undertake a Ritual Devotion by resolving the following six steps.

[1] Doctrine: the cleric selects one Doctrinal subject from among those in the cleric's own blessings, as determined in a recent ceremony.

[2] Target: the cleric designates the target of the Ritual Devotion—either Self or one Other folk (that is, a being with Morality and Purpose). If Other is selected, the cleric must be able to touch the target with a Sacred Object throughout Time in step 3. Communication between the cleric and target is also required, satisfied by a shared Language of at least Index 2, or by arcane means (such as Telepathy).

Willing Recipient: the target must consciously agree to accept the cleric's Ritual Devotion or the routine ends. Agreement could be voluntary or the result of Persuasion tests or esoterica such as Suggestion or Enthral. Targets do not have to vocalise their resistance, but a successful Empathy or Intrigue test by the cleric might reveal such tacit refusal.

[3] Time: the cleric spends a one-round action in concentrated prayer. Although this might include 'cant' or 'gesture' according to religious tradition, neither affect the outcome. If concentration (page 182) is broken during the round for either the cleric or recipient, the prayer is ruined and the cleric must start over to complete it.

[4] Test: immediately following the one-round prayer, the cleric tests **Ritual** as a 1-turn action. All fatigue penalties apply, but usually no impairment, outside of trauma that prevents concentration.

RITUAL DEVOTION ROLL

CF	No effect, but the cleric must spend 1 Piety.
F	No effect, and neither the cleric nor the target has to spend Piety.
S	A willing recipient receives a blessing bonus to tests of the designated subject equal to *half* the cleric's own blessing bonus. Reduce the bonus by 1 if the target is not a follower of the cleric's religion; and by 1 per point of Unorthodox Morality the target has compared to the religion's nearest range. Either the cleric, or a target who is a follower, must spend 1 Piety (cleric's choice).
CS	As above for Success (S), but neither cleric nor target must spend Piety.

[5] Duration: 30 days. Only one Ritual Devotion Roll in the designated subject is allowed by the same cleric per target per 24 hours, regardless of the resulting success level. Someone targeted with multiple Ritual Devotions in the same subject receives only the single-highest effect.

The blessing bonus from Ritual Devotion *does* combine with the blessing bonus the target receives at a Ceremony in the same subject during the periods when both of their Durations overlap.

Ritual Devotion Example 1: *Jela worships Larani and received a +2 blessing bonus to Initiative tests from a* Soratir *ceremony two days ago (page 316 sidebar). The Circle III Laranian priest Xelden targets Jela for Ritual Devotion in Initiative on the eve of a battle. He anoints her with a tap of a consecrated mace; she accepts his prayer; and his Larani Ritual ML71 test is a Success (S). The cleric chooses to have Jela spend 1 Piety and she receives a +4 devotion bonus for 30 days, for a total +6 bonus to Initiative tests for the next 28 days.*

Ritual Devotion Example 2: *the Kuboran Myrak is a gladiator in the arenas of Rethem. He takes part in the Agrik low ceremonies of his masters, and has a follower's Agrik Ritual ML15. With a Morality 15 outside the religion's upper orthodoxy of 14, Myrak has maximum Piety 1 for the current month (1 – 1 MOR penalty + 1 festival bonus) and receives a +2 blessing bonus (Shock). On the eve of a spectacle, Myrak accepts a ritual devotion from a priest of Agrik who has +8 blessing bonus in Shock. A success (S) grants him +3 bonus (4 – 1 MOR penalty) for a total +5 bonus to Shock tests. Either Myrak or priest pays the Piety 1 cost.*

SPECIAL RITUAL DEVOTIONS

Most religions also instruct their clergy in special Ritual Devotions, such as *Consecration* and *Exorcism* (page 320), and *Summoning* (page 346). Some are unique to a particular faith, as with *Hailing Ivashu* (page 372). These all include Piety expenditure, but they can have higher Circle requirements and involve unique routines and effects.

DIVINE MYSTERIES SUMMARY

Eight game terms govern how characters interact with the Divine Mysteries.

Aspect (page 309) is a concept scholars use to describe the gods worshipped throughout Kethira in terms of twelve transcendent powers. So, while followers have developed specific religions around what they view as unique deities, these scholars consider them manifestations of these twelve Aspects.

The game rules might refer to the 'gods' or 'Lesser Gods' when, according to this concept, they actually mean this constellation of powers. For instance, whereas players assign Grace to an *Aspect*, their characters might, in-world, view the connection as being with a *god*.

Grace (page 311) is a state the gods grant to mortals that allows them to request miracles. One point of grace corresponds to one miracle. The gods grant Grace to characters both at birth and in response to their deeds in life. It is a rating consisting of a remaining amount (unspent) and a total amount (ever granted).

Ritual (page 315) is a set of Lore Group skills, with each religion represented by its own ML. It measures knowledge of the faith's tenets.

Circle of Command (page 315) measures access to a religion's ritual performance. It is rated from the zero Circle of laity (who do not perform rituals) to Circles I through VII (the ceremonies and prayers taught to the clergy). A character with very high Ritual ML but zero Circle would have no ability to perform the very rituals of which they have great knowledge.

Piety (page 316) measures the reverence a follower has for a religion's tenets. Piety equals the higher of either Circle or 1, plus 1 from a Festival bonus, minus 1 per Unorthodox Morality. Players might roleplay a lay member as 'pious', but Piety is a game mechanic most often employed by clergy characters. It is a rating consisting of a remaining amount and a maximum amount (if any have been spent).

Morality (page 39) is a characteristic on the 1–20+ scale that measures selflessness. Each religion has an Orthodox Morality range that is most suitable for participants (page 322). A follower's Piety is reduced by 1 for each point of unorthodox Morality (minimum 0 Piety).

Practices (page 315) are the four ways to participate in a religion—through Ceremony, Festival, Ordeal, or Ritual Devotion. The latter two can sometimes involve even non-followers.

Blessing (page 316) is an EML bonus applied to a test or a roll, each one of which is called a doctrinal subject. Blessing bonuses measure in large part how mundane inspiration affects a faithful recipient's performance.

RITUAL DEVOTION: CONSECRATION

Divine consecration makes a place or object sacred. All clergy of the West Venarian pantheon are taught how to perform this Ritual Devotion upon attaining *Circle III*.

[1] TARGET: the priest selects the *place* or *object* to consecrate. The Sacred Ground and Sacred Object sections of the religion entries describe each faith's appropriate targets.

[2] TIME: the priest performs either a *short* ritual (3-round action) or a *long* ritual (4-hour action), maintaining concentration. The GM may allow short rituals in places or on objects not normally consectrated if the context seems applicable, but long rituals may only ever be performed on appropiate targets. Thus, an embattled Laranian might be allowed a short ritual to consecrate a surrounding field, but long rituals are allowed only in a keep or fortress.

[3] PIETY: the priest spends a number of Piety based upon the target.

Place: one Piety per 10'×10'×10' space. The area must be contiguous and within LOS of the priest, who must be located inside it.

Object: one Piety. The object must be large enough to be easily seen but not so heavy as to be so unportable (less than 10 lbs).

[4] TEST: at the end of the ritual's Time, the priest takes a 1-turn action to test **Ritual Success Value**. Each point of Unorthodox Morality the priest has reduces SV by one.

[5] EFFECT: the consecration fails if the result is SV 4 or less—there is no effect even though Piety is still spent. For each SV above 4, one star rating is produced, the effect of which varies according to whether the target is a consecrated Location or Object:

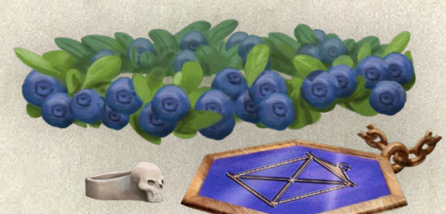
Location: the area becomes Sacred Ground with a Consecration bonus equal to star rating ×5. *Spirits* of Unorthodox Morality who are within the area, or who try to enter it, suffer a Fear Roll (page 187) with a penalty equal to the Consecration stars ×5.

Object: the target becomes a Sacred Object. As a 1-turn action, any follower holding it may expend 1 Piety and make a Ritual (Command) test. With success, *spirits* of Unorthodox Morality within ten feet of the object suffer a Fear Roll (page 187) with a penalty equal to the Consecration stars ×5 (Ritual CS −20 penalty).

Spirits are affected whether incorporeal or corporeal. Thus, incarnated Gulmora and V'hir demons could be vulnerable (depending on Morality), but Amorvrin (beings) and Dalmorvrin (objects) are not.

[6] DURATION: a *short* consecration lasts 10 minutes; a *long* consecration lasts one month.

Only the highest consecration star rating takes effect among several overlapping sources. Priests may attempt multiple consecrations on the same target, but only the highest star rating applies. Such attempts suffer −1 SV for each step difference in *highest* Orthodox Morality *descriptor* between the priest's and target's religion. For example, priests of Larani (*Exemplary*) suffer −2 SV to consecration results against Agrikan sacred objects or places (*Dutiful*). The same penalty applies to the Ritual (Command) test success level when using Sacred Objects from within a different religion's Sacred Ground.



RITUAL DEVOTION: EXORCISM

Divine exorcism helps victims recover from possession and the Shadow. In the West Venarian pantheon, seven religions teach this Ritual Devotion when their clergy attain a given Circle of Command (below left):

EXORCISM

RELIGION	CIRCLE
Haléa	IV
Ilvîr	IV
Laráni	III
Peóni	II
Sárajìn	IV
Sávè-K'nôr	III
Siém	II

RITUAL SV TEST		
≤ 2		NO EFFECT
3–4		RECOVERY (EMP)
5	1	RECOVERY
6	2	RECOVERY
7	3	RECOVERY
8	4	RECOVERY
9+	5	RECOVERY

Clergy may attempt exorcism on one target-victim by taking the following six steps.

[1] TIME: the exorcist spends eight hours performing the ritual. This may include up to two assistants, even laity, who have at least half the Ritual ML of the exorcist. All must remain within 10 feet of the victim.

[2] PIETY: the exorcist must expend 1 Piety, with the option to spend more after the test result (below).

[3] TEST: the exorcist makes a **Ritual Success Value** test. Assistants may add their Ritual Index as an EML bonus. Locate the SV result on the Exorcism table (above right-hand).

If the success level of the Ritual SV test is not a Critical Failure, both the exorcist and a target-victim who is a follower of the same religion may increase the SV by 1 for each additional Piety spent, up to an SV equal to the cleric's Ritual Index+1.

[4] EFFECT: five times the star result equals the bonus the victim receives to the **Will** tests of Possession Recovery (page 190) and Shadow Recovery (page 378). SV3–4 requires the attending exorcist to test **Empathy**: a success grants the victim +5 (S) or +10 (CS) bonus to the Recovery tests.

[5] EXPOSURE: in addition to the recovery effect, a Ritual CF means the exorcist faces a threat from the entity exorcised. This occurs no matter how many Piety were spent.

Possession Threat: the exorcist must succeed on a **Spirit** test or be exposed to possible Spirit Conflict from the entity possessing the victim, decided upon by the GM according to the situation.

The Shadow Threat: the exorcist must make *one* Shadow Resistance roll versus SHA0 (page 377). If the character accrues Shadow Levels, then the exorcism ends and the victim loses the Recovery bonus.

[6] DURATION: the bonus applies to all the victim's recovery rolls. The exorcist and assistants must attend the victim eight hours each day throughout the recovery process for the victim to receive the bonus, even though the priest does not repeat the Ritual SV test. If a different priest attempts exorcism, only the highest bonus applies.

***Example**: a Circle II mendicant cleric of Peoni with Ritual ML52 and Piety 3 attempts exorcism on a farmer (with no Piety) possessed by a lesser Gytevsha of Krasula. A devout member of the family offers assistance but cannot contribute, having only Peoni Ritual ML24—less than half the mendicant's ML52.*

The priest spends eight hours performing the ritual and rolls 42—an SV5. The priest spends three Piety, giving +15 bonus to all the farmer's Will tests during Possession Recovery. The priest makes no further Ritual tests but must remain by the farmer's side for eight hours each day throughout recovery for the bonus to apply.

West Venârian Pantheon

The collection of gods recognised by the majority of people in northwestern Lythia is called the West Venarian pantheon. This populous area is home to many powerful realms in the regions of Hârn, Emelrene, Shorkyne, Palithane, and Trierzon.

Religions

The pantheon grew out of the isolated temple-state and tribal religions in the ancient world. A little over a thousand years ago, three of its religions—those of Agrik, Naveh, and Save-K'nor—inaugurated an expansive missionary era that precipitated the rise of the pantheon. Its present alignment has existed for over four hundred years.

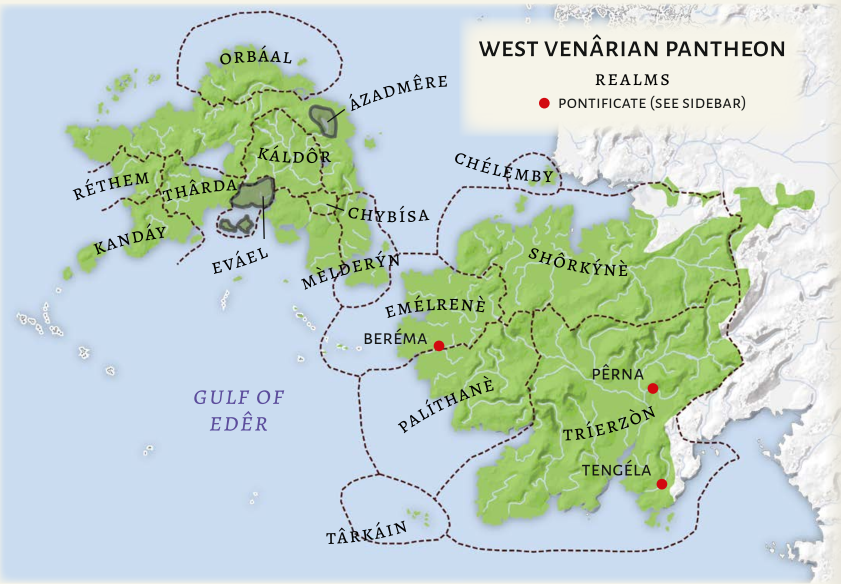
The Melderyni scholar Nala al Uroh identified in his *Libram of the Pantheon* the ten gods of the pantheon.

Ágrik: god of power, violence, pestilence, and war.................. page 323
Haléa: goddess of wealth and pleasure................................ page 325
Ilvîr: god of creativity and strange creatures (the Ivashu)......... page 327
Laráni: goddess of chivalry, the Lady of Paladins .... page 329
Môrgath: god of chaos and master of the undead.................. page 331
Navéh: god of thieves and assassins .... page 333
Peóni: goddess of agriculture, healing, and virtue .... page 335
Sárajìn: god of war, honour, and the sea............................. page 337
Sávè-K'nôr: god of knowledge, tricks, and jest...................... page 339
Siém: god of dreams, mysteries, and Elder folk .... page 341

RELIGION ENTRIES

Each religion is presented in a two-page format. The introduction in the main body of the first page outlines the core myth surrounding the deity. This is followed by a brief history of the religion's *church*, a summary of the faithful's core *belief*, and what usually constitutes the religion's *sacred ground* and *objects*. The first page closes with a description of the principal offices and roles of the *clergy*.

The second page of each entry describes the religious practices—the faith's specific *ceremonies*, *festivals*, *ordeals*, and *ritual devotions* in which followers might take part. The Religious Practices Format on page 322 explains the layout and terms associated with these events.



CHURCH HIERARCHY

The first page sidebar of each religion entry displays the important data concerning its *church hierarchy*. The Church Hierarchy Format at the top of page 322 explains the layout and terms associated with this information. Some sidebars might include these other concepts:

TEMPLE TONGUE

Certain religions teach secret languages to their clergy for use in the ceremonial liturgy. In the West Venarian Pantheon, this includes the churches of Agrik, Ilvir, and Morgath.

DIVINE SERVANTS

Nearly all deities are served by powerful entities in addition to their mortal adherents. Several are detailed in the BESTIARY chapter, such as Agrik's *V'hir* demons (page 399) who are capable of incarnating in the physical world.

THE UNCANNY

When characters are granted a miracle by their associated Aspect ('god'), the result usually manifests mundanely, indistinguishable from natural processes or extraordinary luck. From time to time, deities—for reasons known only to them—express a miracle that seems to flout the restrictions implied in certain Principles of the Concordat. Although the chance of such an uncanny miracle occurring is resolved by a d20 roll at the moment of the request, the GM ultimately decides whether one actually happens and, if so, what form it takes.

The first page sidebar of each religion's entry includes a section that describes the most appropriate guise uncanny miracles express according to the themes and doctrine of the deity. Creatures who clearly witness an uncanny miracle might have to make a Fear Roll, depending on how unexpected it is. Consult the MANIFESTATION table (page 396) for guidance—it might appear like ghostly phenomena. GMs can also determine just *how* uncanny they wish miracles to be—some may prefer even more magical-like expressions.

PONTIFICATES

The map to the left indicates the pontifical seats of three religions of the West Venarian pantheon: Berema (*Save-K'nor*), Perna (*Peoni*), and Tengela (*Larani*).

Four religions have their pontificates in cities located in various realms further east around the Venarian Sea. Both Lysara (*Agrik*) and Meokolis (*Morgath*) are located in Azeryan; Helas (*Halea*) is in Karejia; and Manquideh (*Naveh*), in Dalkesh.

The three remaining religions have no official pontificates (*Ilvir*, *Sarajin*, *Siem*).

CHURCH HIERARCHY FORMAT

The first page sidebar of each Religion entry describes several important elements to its church hierarchy.

ASPECT

The divine aspect with which the religion's deity is associated. Only a few theologians have a conscious notion of Divine Aspects; almost all lay and clergy followers do not.

CIRCLES

The circles and offices of the clergy and fighting orders, including the church's own terms for titles. Few religions have fighting orders; some even lack clerical offices.

DOCTRINE

The tests to which a ceremony's Blessing Bonus applies are called Doctrinal *subjects*. Followers select a number of subjects equal to their *maximum Piety*. Available subjects are limited for attendees according to whether the ceremony is *low*, *mid*, or *high* (higher ones also offer all subjects from lower levels). A Priest who *performs* a low or mid ceremony also receives access to mid and high doctrine. In this example, a Circle III priest with Piety 4 who performs a low ceremony selects four subjects from among the two low and three high.

ASPECT: ARA

MORALITY: 8–18

CIRCLE	CLERGY	TITLE
I	Acolyte	Ashésa (pl.)
III	Temple Priest	Matakéa (pl.)
IV	High Priest	Sérolan
IV	Bishop	Rekéla
V	Archbishop	Sêrekela
VI	Primate	Lîrrath
VII	Pontiff	Sebráth

CIRCLE	FIGHTING ORDER	TITLE
I	Soldier	Méken
I	Knight-errant	Erána
I	Knight	Meléna (pl.)
II	Commander	Rebléna (pl.)
III	Grandmaster	Chábla

DOCTRINE

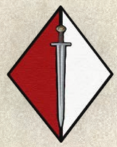
Low: Initiative, Riding.

High: Command, Melee, Shock.

ORTHODOX MORALITY

The range of Morality scores most accepted by the religion. The Morality of a follower that diverges from the nearest end of this range is said to be unorthodox, which affects several calculations and rolls. Sometimes such orthodoxy is measured instead by the descriptor:

Diabolical	1–4
Unscrupulous	5–7
Corruptible	8–10
Dutiful	11–13
Principled	14–16
Exemplary	17+



SYMBOL

The badge or emblem associated with the religion often indicates the colours of accompanying regalia, such as robes, weapons, and icons.

RELIGIOUS PRACTICES FORMAT

The second page of each Religion entry describes the *ceremonies*, *festivals*, *ordeals*, and *ritual devotions* which followers routinely practice.

NAME

The name of the practice. Practices are grouped in sections according to *ceremony*, *festival*, *ordeal*, or *ritual devotion*.

CIRCLE

The minimum Circle the follower must have to *participate* in the event. In this example, the ceremony has no such minimum—all followers may attend.

WORSHIP

The kind of worship that completes the practice: *Service* or *Solitary Prayer*. A service is identified by its *style*—Dance (AGL), Ecstasy (EMP), Oration (ELO), or Spectacle (CRE), for instance.

The associated Attribute is used to derive the Style SR in a ceremony's benediction. In the example to the right, the follower may complete the ceremony called Soratir by attending an Oration service or by making Solitary Prayer. Both follow the Ceremony routine on page 316.

SÓRATIR

Dates: 5 · 15 · 25
Circle: —
Worship: Oration · Solitary Prayer

A low mass led by a priest or high priest who gives a sermon on a legendary hero or saint in order to demonstrate how justice and compassion embody piety…

ARÁKSIN FAST

Date: 10–14 Ilvin
Type: Minor Trial
Devotee: Clergy III

Preceding the yearly *Araksin* Festival, many clergy enter a fiveday of solitary and silent fasting.

Feat: complete the fiveday fast in solitude and silence.

DATES

The days of the month the event takes place. Some might only happen on a specific month or year.

DESCRIPTION

A note concerning the details of the event—how long it lasts, information concerning its sacred ground, who is involved, what happens, and its importance to the faithful.

ORDEALS

An ordeal has three special descriptors—Type, Devotee, and Feat.

Type lists the Ordeal's intensity (*minor*, *substantial*, or *great*) and kind (*pilgrimage*, *quest*, *sacrifice*, or *trial*).

Devotee describes any requirements a character must meet in order to undertake the given ordeal.

Feat describes what the devotee must do in order to fulfil the ordeal (page 316).

ÁGRIK

Lord of the Four Horsemen · Master of the V’hîr · Immortal Warlord of Bàlgasháng · Breeder of Plague, Squalor, and Decay · The Reasonless Reaper · Tyrant of the Foul Chamber · Knower of the Ten Thousand Ways

Agrik is the god of war and violence for its own sake. Cruel and destructive, the fiery Warlord of Balgashang is portrayed as a massive humanoid with leathery wings, cloven hooves, and razor-sharp claws, two of which were severed in an ancient battle with Larani. He wields the flaming mace *Gashang*, the sickle *Syncanus*, and *Armahnh*, a thunderous whip.

Agrik and his servants occupy the great fortress of Balgashang, believed to be located on Yashain, but also thought to reside in several worlds or places at once. Deep within the castle is Ak-Syt, the dreaded chamber of tortures.

Church

Believers understand Agrik as the servant of Manrasusha, the amoral First God of primal fire. The prophet Ilpylen first brought word of Agrik to ancient folk, recruiting eight acolytes in his volcanic home realm somewhere in the heart of Lythia. The greatest of these acolytes, Moralin, chronicled Ilpylen’s legacy in the Balefire Chronicles.

As members of this early and great missionary religion, combative mendicant groups eventually built temples for protection and support. Soon were established the three tiers—or ‘Disciplines’—of its followers: the priests, the attending warriors (*Terahni*), and the laity, the last primarily just a source of donations and recruitment.

Belief

Followers of Agrik are united through a belief in violence as an act of worship. Since the volcanic home of Ilpylen was the original gateway to Agrik’s realm, human sacrifice and murder is seen as an appeasement of Agrik and a communion with this path. Doctrine emphasises martial prowess not only for its clergy, but for the laity as well.

Sacred Ground

The guise of Agrikan sacred ground reflects the religion’s martial theology—stout fortresses nearly indistinguishable from other secular keeps. Most temples have eight chambers, each more elaborate the closer it is to the heart of the structure.

Sacred Objects: fire, smoke, ash, sand, lava, obsidian, steel, whip.

Clergy

The High Priest of a temple is supported by eight masters of different spheres—Master of Acolytes, Maintenance, Treasures, Archives, Propagation; and one for each of the High, Middle, and Low Disciplines. Free Priests also exist independently of a single temple, serving as mendicant spies for the church’s central bureaucracy. The Terahni warriors are organised into fighting orders, each located near their sponsoring clerical order.

ASPECT: AGR **MORALITY: 3–13**

CIRCLE	CLERGY	TITLE
I	Acolyte	Agnichâri (pl.)
II	Lieutenant	Herúchai (pl.)
III	Free Priest	Ulânkh
III	Master	Aperâni (pl.)
IV	High Priest	Viriâhn
IV	Bishop	Kemélras
VI	Primate	Apalânkh
VI	Cardinal (council)	High Corcûno
VII	Pontiff	Amànasûrif

CIRCLE	FIGHTING ORDER	TITLE
I	Soldier	Laúmak
I	Knight	Harâgki
I	Subcommander	Dotélen
II	Commander	Télmen
II	High Commander	Mekéta
III	Dep. Grandmaster	Tenâka
III	Grandmaster	Akaráta

DOCTRINE

Low: Shock.

Middle: Melee, Morale Roll.

High: Command, Initiative.

TEMPLE TONGUE

Clergy achieve fluency in *Surikal*, the language used in their ceremonies. In Ceremony and Festival benedictions, an attending priest may use Surikal ML instead of the service type’s attribute to generate the Style Secondary Roll.

SERVANTS

The spirits serving Agrik are all violent and bloodthirsty.

Paméshlu: demon-lord of frenzy and excess, Agrik’s chief lieutenant is portrayed as an ordinary human clad in lacquered black armour, bearing broadsword and shield.

The V’hîr: the demonic legions of fire and shadow who carry out Agrik’s battles. They are divided into eight Orders according to power and size, although all vaguely resemble Agrik himself.

THE UNCANNY

Agrik most commonly manipulates fire—sudden kindlings, unlikely ignitions, bizarre forms. This prevalence extends to the sight and smell of smoke and ash, too. More broadly, uncanny miracles also express destruction and devastation, including extraordinarily timed minor quakes or distant meteor showers.

CEREMONIES

BALEFIRE DISCIPLINES

The ceremonies stemming from the Balefire Chronicles fall into three groups, all of which exalt the reception and infliction of pain:

LOW CEREMONIES

Dates: 8
Circle: —
Worship: Oration · Solitary Prayer

Led by the Master of the Low Discipline (*Aperhanar*), the *Low Ceremonies* are open to all followers and consist of canted, responsive prayer and symbolic man-to-man or man-to-beast combat, lasting about an hour. Ablutions utilise sand or powdered lava, and small quantities of sulphur are often burnt. Wealthier temples able to include pyrotechnic displays may, optionally, worship as a spectacle.

Solitary Prayer at a temple takes place in one of eight chambers according to the level of donation. The outer chamber contains a small altar and bowl (+5 consecration bonus); the eighth is a shrine of lavish decoration, with the High Priest often present to lead private group services (+25 consecration bonus).

Sometimes a *Low Ceremony* includes real sacrificial combat (see the *Gateway of Ilpylen* Ordeal, below).

MIDDLE CEREMONIES

Dates: 8
Circle: Clergy II · Fighting Order I
Worship: (Martial) Dance

Low Circle clergy (II) and all members of the *Terahni* (fighting orders) also reenact mythological and historical combats, led by the Master of the Middle Discipline (*Aperterahn*). These very physical rituals last around two hours and involve as much complexity as an oration, with the actors performing precise movements and manoeuvres.

HIGH CEREMONIES

Dates: 8
Circle: Clergy III
Worship: (Martial) Dance

The Master of the High Discipline (*Aperagris*) leads the priests in acting out planned or anticipated battles sometimes believed to be centuries in the future. These martial rituals last about two hours, keeping the clergy ever prepared for war.

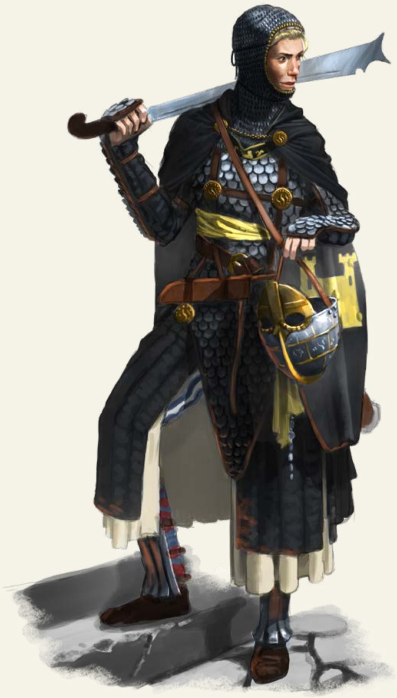
A *High Ceremony* includes either real sacrificial combat or the torture and immolation of a victim (in either case, see the *Gateway of Ilpylen* Ordeal, below).

FESTIVALS

FEAST OF BALEFIRE

Date: 8 Agrazhar
Circle: —
Worship: Spectacle

This most important yearly festival, open to all followers, involves many bonfires, dazzling fireworks, and great combative ritual and sacrifice.



ORDEALS

GATEWAY OF ILPÝLEN

Type: Minor Sacrifice
Devotee: Follower

Agrikan ritual human sacrifice is named after the religion's first prophet, who challenged the faithful to combat on the rim of a volcano. The loser fell into the 'gateway' as an appeasement to Agrik.

When accompanying a low ceremony, the ordeal consists of ritual combat between a Circle III+ priest and an unarmed victim. When performed with a high ceremony, the sacrifice is either through similar ritual combat or simple human torture. The chance to complete either version of Gateway is a 'reward' usually not granted to the same follower more than once a year.

Feat: achieve victory in the combat (combat ritual); or perform the torture (torture ritual).

PÀMESÁNI GAMES

Type: Substantial Trial
Devotee: Follower

Named after Agrik's chief underling, the Pamesani Games celebrate frenzy, excess, and bloodlust. Widely banned in many realms, these 'games' still find regular church sponsorship in many locales, often in arenas expressly built for them.

Feat: achieve victory in gladiatorial combat.

RITUAL DEVOTIONS

CONSECRATION

Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to bless locations and objects, turning them into Sacred Ground and Sacred Objects, respectively. See Consecration (page 320).

SUMMON V'HÎR

Circle: Clergy IV

Clergy of Circle IV or higher who lead and complete the High Ceremonies of the Balefire Disciplines may then use the arcane mysteries to summon V'hiri, terrible spirits they believe to be servants of their god (page 324).

HALÉA

Empress of Opulence · Queen of Pleasure and Self-Fulfilment · Maker of Bargains · Guardian of the Treasure Hoards of Heaven · Enslaver of Hearts and Loins · Golden Temptress of the Crimson Chamber

Halea is the amoral god of wealth and hedonistic pleasure. Usually portrayed as a lithesome and beautiful human female, the Enslaver of Hearts and Loins is shrewd and sophisticated. Although more than just a symbol for sensuality, she is often mistaken as unwise and naive—a facade used deviously against those who ignorantly misjudge her.

Halea resides in Corsilea, an opulently decorated palace of seven levels made of crystalline walls. Devout who have been admitted after death occupy the first five levels, where, with mortal bodies restored and perfected, they spend eternity in a festival of food, art, and sensual pleasure. The sixth level of Corsilea comprises the treasure vault of the gods, while the Crimson Chamber occupies the uppermost level, where Halea and her various companions reside.

Church

Religions and cults of hedonism date back to ancient times. Most of them likely worshipped an Aspect of HAL. It was not until the third century TR that Merodyne the Pale, the concubine slave of a wealthy Karejian merchant, established the church. She gained control of his estates in Livelis and hosted lavish feasts and orgies, claiming her wealth grew out of Halea's blessing.

Her disciples travelled widely, spreading the doctrine of gaining wealth and pleasure through bargains with the Empress of Opulence. Upon Merodyne's death, the first Pontificate was founded in Helas by her primary devotee, Aurelia. The Temenesa Decree of TR 384 established that only women could become Halean priests.

Belief

There is little demand for right and wrong in the followers of Halea. The most revered ethic is simply fealty to her. She attracts sensualists and materialists, clearly, but is also worshipped by those talented in conspiracy and drawn to the halls of power.

Sacred Ground

Halean temples form the basic unit of organisation in the church. The edifices mimic the celestial splendour of Corsilea as beautiful places of pleasure in the corporeal world. The ritual hall is usually circular or oval in design. They are perhaps one of the most prevalent temples in the realms where they exist—even small towns often feature one.

Sacred Objects: incense, perfume, bells, coins, jewels, robe, sash.

Clergy

Seven temple offices symbolise Halea's seven handmaidens. The Queen Mistress of the Temple, the high priest, is served by the Mistresses of Silk and Gold (treasurer); the Luxuriant Page (archivist); Discipline (security); Golden Banquet (high ritual leader); Harmonies (low ritual leader); and Acolytes (training). Priestesses are then usually assigned to one of the Mistresses according to their talents. Sometimes one is appointed to serve outside the temple in the employment of a single wealthy family as a private chaplain.

ASPECT: HAL **MORALITY: 5–16**

CIRCLE	CLERGY	TITLE
I	Acolyte	Coráthar (pl.)
III	Priestess	Shénasenè (pl.)
IV	High Priestess	Àramía
V	Deputy Primate	Ensála
VI	Primate	Salára
VI	Council	Tevól-Hilén
VII	Pontiff	Hilénea

CIRCLE	FIGHTING ORDER	TITLE
I	Temple Guard	Sólithar (pl.)

Acolytes are usually recruited as teenagers, often from the family of a devotee or perhaps a wealthy merchant. They all share a notable physical beauty, and even the temple guard—the all-male *Solithar*—are recruited at least as much for their looks as their martial prowess.

The **Tevól-Hilén** (Council of Fragrant Gold) consists of 49 priestesses appointed by the Hilenea, usually with a wide geographical representation. They help run the central church bureaucracy.

DOCTRINE

Low: any *Art* (Dancing, Drawing, Musician, Singing, Theatrics), Charm, Mercantilism.

High: Guile, Intrigue, Physician.

SERVANTS

The servants of Halea are not worshipped—the goddess brooks no rivals. They serve her in Corsilea, and some might appear in mortal planes on an errand or mission.

The Seven Handmaidens: seven princesses serve Halea on the seventh level of Corsilea, each expressing a specific doctrinal element: *Dulcia* (muse), *Elomia* (commerce), *Galopea* (feasts), *Sardura* (messenger), *Selina* (wealth), *Tania* (passion), and *Thalia* (chance).

The Syverhyn: a race of immortal and beautiful women who once served Halea. They eventually suffered from her jealousy when folk came to worship them instead of the goddess. As revenge, Halea cursed them with giving birth to hideous creatures, called *Satyrs*, that now populate the world.

THE UNCANNY

Halea's sense of uncanny includes dizzyingly enjoyable aromas; unsourced yet beautiful sounds of bells or music; and mesmerising sparkles of light, often crimson-hued.

CEREMONIES

SHESNEALA DAY

LOW CEREMONY

Dates: 7 · 17 · 27
Circle: —
Worship: Spectacle · Solitary Prayer

The specifics of Halean low ceremonies differ greatly from temple to temple and even ceremony to ceremony. The presiding *Yishvina* (Mistress of the Harmonies) improvises each time she officiates, making her quick wits and imagination crucial to the event's effect (and producing a varied length each time of 2d6 × 10 minutes). Despite their idiosyncrasies, *Shesneala Days* share in extravagant regalia and include, in varying degrees, canted response, music, dance, and consumption of sacred wine and food.

Participants who ingest a Strong Potency aphrodisiac, hallucinogen, or stimulant modify the Benediction Roll SV by +1 in relation to figuring the blessing bonus for themselves. Great Potency increases this to +2 SV.

Solitary Prayer at a temple can require a donation in pennies equal to the follower's Wealth. If the amount is at least £1, it also serves as an Ordeal called *The Bargainer's Tithe* (below).

HIGH CEREMONY

Dates: 7 · 17 · 27
Circle: Clergy III
Worship: Spectacle

On *Shesneala Day*, the presiding *Lorisina* (Mistress of the Golden Banquet) conducts a clerical, or high, ceremony, concurrently with the low ritual, often blending it seamlessly with the rest of the regalia and sensual proceedings (lasting the same 2d6 × 10 minutes, variable each time). However, only priests of at least Circle III benefit from its blessing.

FESTIVALS

BANQUET OF DELIGHT

Date: 1–7 Halea
Circle: —
Worship: Spectacle

This yearly festival lasts seven days and celebrates the heavenly delights awaiting the faithful in Corsilea. Presided over by the *Lorisina* (Mistress of the Golden Banquet), these rituals and pleasures include the Eleri Plays, public dramatisations of aspects of Halean theology performed by the priestesses.

ORDEALS

THE BARGAINER'S TITHE

Type: (Variable) Sacrifice
Devotee: Follower

While nearly all religions accept and depend on donations, Haleanism views it with noted accord, as the concept of wealth occupies much of its core tenets.

Feat: make a donation of at least £1 during Shesneala Day. To determine the ordeal's magnitude, multiply the donation's amount (£) by a d10 roll:

£ × D10 ROLL	MAGNITUDE
1–6	Minor Sacrifice
7–48	Substantial Sacrifice
49+	Great Sacrifice

THE FORGOTTEN ACTS

Type: (Variable) Test
Devotee: Clergy III

Priestesses learn *The Forgotten Acts*, ancient techniques of erotic pleasure ranked 1 to 10 in order of complexity and effect. The devotee makes a **Halea Ritual (Charm)** test, with a penalty equal to the chosen Act's rank × 5 (CS increases the Act's effective rank by 1 in terms of the Feat, below). A CF induces a Shock Roll against a SHK Index equal to the failed Act's rank.

Feat: successfully perform one of the Forgotten Acts. To determine the ordeal's magnitude, multiply the rank of the Act (1–10) by the result of a d10 roll:

ACT × D10	MAGNITUDE
1–6	Minor Test
7–48	Substantial Test
49+	Great Test

TEMPLE OF THE PALE

Type: (Variable) Pilgrimage
Devotee: Follower

According to legend, the church's founder Merodyne the Pale died during a seventy-seven-day orgy while performing the Tenth Forgotten Act. Called the Temple of the Pale, her house in the city of Livelis is now a common destination for pilgrims.

Feat: travel to the Temple of the Pale and participate in a *Shesneala Day*. The ordeal's magnitude varies according to the pilgrimage's starting locale:

LOCALE	MAGNITUDE
Livelis	Minor Pilgrimage
Karejia	Substantial Pilgrimage
Beyond	Great Pilgrimage

RITUAL DEVOTIONS

CONSECRATION

Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to bless locations and objects, turning them into Sacred Ground and Sacred Objects, respectively. See Consecration (page 320).

EXORCISM

Circle: Clergy IV

Clergy of Circle IV or higher learn the Ritual Devotion to help victims recover from possession and the Shadow. See Exorcism (page 320).

ILVÎR

Master of Aráka-Kalái · Brooder in the Blasted Plain · The Serpent that Dwells Below · Accursed Lord of the Barren Cycle · Prince of the Fatherless Multitude

Ilvir is the god of creation and creativity, often viewed as a minor deity or even simply a demon. The religion of Ilvir is the only one whose followers believe the god actually dwells on Kethira. He changes shape as it suits him but is most often depicted as a great serpent with many appendages.

Doctrine teaches that Ilvir lives at Araka-Kalai, a series of winding passages and deep caverns below the central region of the isle of Hârn. Here, he spawns the Ivashu, the Fatherless Multitude of reincarnated strange beasts and life forms. It is also believed that Araka-Kalai extends dimensionally to the Blasted Plains, a desert on the world of Yashain.

Church

Although it is not known when Ilvir ostensibly arrived on Hârn, his presence seems to date back several thousand years. His first dedicated temple was built by Ormanoam, a leader among the initial Jarin who migrated to Hârn from Lythia. Located on an island near the eastern settlement of Arone, the temple stood for a thousand years, only recently destroyed in TR 658 by an Ivinian viking raid.

The church of Ilvir lacks any central authority other than the god himself. There are dozens of orders, many of them consisting of as few as five priests. Even the line between laity and clergy is unclear.

Belief

Followers of Ilvir develop their own personal view of Kelestia. Doctrine expects no rigid moral code other than simple self-preservation. Clerics are artists and scholars, illuminating manuscripts, weaving complex tapestries, and producing strange carvings. While the religion makes no great demands on its followers, it does not seem to offer much overtly in return. Both followers and clergy truly make their own way.

Sacred Ground

There is no uniform design to Ilvirian temples. Given that nearly half the clergy are mendicants, there simply are not many permanent locations. Libraries and galleries are not uncommon, but, given the curious form of Ilviran scholasticism, they are more sprawling and disorganised than the similar places of the disciplined Save-K'nor priests. Followers also hold sacred the lairs of Ivashu.

Sacred Objects: craftwork, book, scroll, hide, claw, snake.

Clergy

Travelling bands of Ilvirian clergy can number more than twenty. They establish small wayward shrines as sacred ground throughout the wilderness. Even when in residence at an actual temple, there are few acolytes and priests, and usually only one 'officer'—the High Priest. While church members do not recognise formal offices beyond High Priest, Circles of Command V through VII still exist as measures of the clergy's knowledge of church secrets and liturgy.

Circle Advancement: to obtain each Circle beyond IV, clergy must first complete the Hail Ivashu Ritual Devotion (page 328).

ASPECT: IVO **MORALITY: 5–16**

CIRCLE	CLERGY	TITLE
I	Acolyte	—
III	Mendicant	—
III	Temple Priest	—
IV	High Priest	—
V	—	—
VI	—	—
VII	—	—

The Ilviran clergy proportionally consist of far more *mendicants* than other religions—about half wander alone or in small orders. In the few settled temples, Circle III Temple Priests sometimes take on informal 'offices', such as librarian or keeper of domestic Ivashu.

DOCTRINE

Low: Animalcraft, *any Craft Group skill*, Survival

High: Ivashi *Language*, Physician.

TEMPLE TONGUE

The clergy achieve fluency in *Ivashi*, the language used in their ceremonies. In Ceremony and Festival benedictions, an attending priest may use Ivashi ML instead of the service type's attribute to generate the Style Secondary Roll. Ivashi is also used by devotees attempting the *Hail Ivashu* Ordeal.

ÍVASHÙ

The fatherless multitude spawned in Araka-Kalai are found throughout the isle of Hârn and western Lythia. They come in all shapes and sizes, with many possessing strange powers. All Ivashu seem to understand the Ivashi language—a few even speak it.

Ilviran clergy sometimes attempt to incorporate the beasts into their ceremonies. The success of such varies wildly, with a minimal amount of communication possible through the Ivashi language. Stronger control usually requires arcane methods, such as the Enthral talent or Obedience spell (Savorya II).

THE UNCANNY

Since the bizarre existence of the Ivashu is already quite real—and thus 'mundane'—the uncanny miracles of Ilvir can often be especially disturbing. Physical icons such as claws and snakes could writhe in animation; people's facial features could briefly contort; their bodies might subtly and fleetingly distort. Such expressions usually strike witnesses maddeningly, and their appearance could call for an Aberrance score, with its potential for Psyche stress on witnesses (page 187).

CEREMONIES

MASS OF ILVÎR

The wide-ranging nature of Ilviran ceremonies reflects the variety of the clerical orders and the peculiar habits of individual priests.

LOW CEREMONY

Dates: One day per month
Circle: —
Worship: Spectacle · Solitary Prayer

Lay services can take place at any time or day and on different days of the month, depending on the tradition or inclination of the temple or mendicant priest. The day is determined randomly for a given group or leader. The ceremony reoccurs somewhat consistently on this same date each month.

Most services employ a sermon, often as an allegorical tale or song, and include prayer and moments of silent contemplation. However, all ceremonies are dominated by strong theatrical elements and improvisation by priests based upon their unique talents or crafts— the effect instills a wonder of Ilvir's inventiveness. Whatever the form, the ceremony lasts 2d6 × 10 minutes, rolled anew each time.

Laity may undertake Solitary Prayer. This often includes the use of icons, such as a Sundered Claw.

HIGH CEREMONY

Dates: One day per month
Circle: Clergy III
Worship: Spectacle · Solitary Prayer

Some orders provide a high mass attended only by clergy—some *only* provide a high mass, requiring lay followers to worship on their own. In form, they resemble the low masses, except most are conducted in the Ivashi language, and last a little longer (3d6 × 10 minutes, rolled each time). Clergy can even perform the ceremony alone through Solitary Prayer.

A few orders incorporate Ivashu into the worship (see the *Hail Ivashu* Ordeal).

FESTIVALS

ARÁKSIN

Date: 16–30 Ilvin
Circle: —
Worship: Spectacle

This yearly festival takes place in the month of Ilvin between *Yaelah* (full moon) and *Yaelmor* (new moon). Throughout the fifteen days, younger clergy perform various original theatrical works that celebrate the Ilviran mythos.

Some performances might incorporate Ivashu (see the *Hail Ivashu* Ordeal). Leading up to Araksin, clergy often enter several days of solitary fasting and silence (see the *Araksin Fast* Ordeal).

ORDEALS

ARÁKA-KALÁI

Type: (Variable) Pilgrimage
Devotee: Follower

Most followers try to make a pilgrimage to Arak-Kalai on the isle of Hârn, often timing the arrival with the *Araksin* Festival. The journey to the Pit of Ilvir is usually made in groups of twenty or more.

Feat: complete the journey to Araka-Kalai (the feat is only awarded once per the devotee's lifetime). The ordeal's magnitude varies by how far into the pit the pilgrim makes it, measured by stone monoliths along the path. Multiply the number of stones reached (one to six) by a d10 roll:

STONES × D10	MAGNITUDE
1–8	Minor Pilgrimage
9–26	Substantial Pilgrimage
27+	Great Pilgrimage

ARÁKSIN FAST

Date: 10–14 Ilvin
Type: Minor Trial
Devotee: Clergy III

Before the yearly *Araksin*, clergy enter five days of solitary and silent fasting.

Feat: complete the fiveday fast in solitude and silence.

RITUAL DEVOTIONS

CONSECRATION

Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to bless locations and objects, turning them into Sacred Ground and Sacred Objects, respectively. See Consecration (page 320).

EXORCISM

Circle: Clergy IV

Clergy of Circle IV or higher learn the Ritual Devotion to help victims recover from possession and the Shadow. See Exorcism (page 320).

HAIL ÍVASHÙ

Type: (Variable) Trial
Devotee: Clergy III

A devotee of at least Circle III may use the Ivashi language in a Ritual Devotion to attract the attention of a nearby Ivashu. Controlling one is another matter—some Ilvirans may resort to arcane means, such as the Enthral talent or the Obedience spell. See Chapter 7: Bestiary for the details of hailing an Ivashu (page 372).

LARÁNI

Shieldmaiden of the Worthy Cause · Guardian of Dòlithôr · The Unwilling Warrior · The Lady of Paladins · Protector of the Brave

Larani is the goddess of chivalry and battle. She promotes honour and justice, never striking without warning or cause. The Lady of Paladins embodies duty to one's superiors and respect of one's inferiors. She wears *Angcaradian*, her blood-red mail; bears *Hyvrik*, her red and white checkered shield; and wields *Avarkiel*, the Sword that Strikes True.

Larani dwells in Tirithor, an ideal feudal realm likely on Yashain. From her throne in the castle of Dolithor, Larani commands her followers in battles against predatory realms, such as those of Agrik.

Church

The legendary origins of the Laranian Church grew out of the exploits of Saint Ambrathas of Alamire. While collapsed from wounds received defending a lady against eight demons, Ambrathas had a vision of the same woman transforming into the goddess Larani. She challenged him with more quests, out of which he attracted the followers who would establish the church upon his death defending its first temple, Alamire.

Several cities claim to be the site of Alamire, but none possess definitive proof. By TR 100, the Laranian church had spread throughout Venarive. Within a century it established itself as a stable defender of the feudal–manorial order.

Belief

Followers of Larani must be brave, compassionate, and honourable. They value feudal order and are guardians of their culture. Laranians strengthen their service to the chivalric code by sharpening battle skills, whether in tournaments or actual warfare. Gentlefolk often settle issues of conflict through a trial by combat, sometimes fatally.

Sacred Ground

Laranian church temples are well-organised and self-sufficient, usually including large tracts of land holdings. In many feudal kingdoms they rival the wealth and power of secular lords. Temples are often great stone edifices, resembling and functioning as manor houses. Behind their protective walls stand halls of sacred statuary, devotional chapels, and private sanctuaries.

Sacred Objects: shield, sword, mail/plate/scale armour.

Clergy

A high priest leads each temple and has three votes on its Council of Five, which also includes four temple priest masters (one each of acolytes, archives, secular affairs, and the fighting order). Varying in number, other temple priests are assigned by the high priest to assist in these four areas.

Acolytes begin service between sixteen and twenty-four years old. They enter a two-year training period that culminates in a special ritual labour, the completion of which usually makes them a Temple Priest.

Clerical Orders: while not all temples are associated with a clerical order, many are founded for special political or theological reasons.

ASPECT: ARA **MORALITY: 8–18**

CIRCLE	CLERGY	TITLE
I	Acolyte	Ashésa (pl.)
III	Temple Priest	Matakéa (pl.)
IV	High Priest	Sérolan
IV	Bishop	Rekéla
V	Archbishop	Sêrekela
VI	Primate	Lîrrath
VII	Pontiff	Sebráth

CIRCLE	FIGHTING ORDER	TITLE
I	Soldier	Méken
I	Knight-errant	Erána
I	Knight	Meléna (pl.)
II	Commander	Rebléna (pl.)
III	Grandmaster	Chábla

Varáni: the spelling of the religion in Azeri and Karejian is *Varani*, but the church is identical. Followers practice using the same Ritual skill.

DOCTRINE

Low: Initiative, Riding.

High: Command, Melee, Shock.

FIGHTING ORDERS

Almost every clerical order sponsors its own fighting order. Members serve as guards in Laranian and Peonian temples or as warriors under the command of a church or secular lord. Fighting Orders maintain chapter houses and some hold formidable keeps.

SERVANTS

Larani's household in Tirithor consists of a variety of warriors and servants.

Méndiz: the demi-divine chamberlain of castle Dolithor takes form as a crimson, winged lion, sometimes sent to the mortal plane.

Válamin: said to be a thoughtful son of Peoni, he counsels Larani in moderation, sometimes serving as a messenger between the two gods. Although rarely visiting the physical worlds, he takes form as a slim young man in white robes.

Knights of Tírith: a company of demigods and former mortals who serve as Larani's royal guard and special emissaries.

THE UNCANNY

The Laranian uncanny is less overtly bizarre to the faithful and rather more sublimely inspirational, often literally visionary. To enemies, it expresses a wrath through bold distortions of her defenders' arms and armour.

CEREMONIES

SÓRATIR

Dates: 5 · 15 · 25
Circle: —
Worship: Oration · Solitary Prayer

A low ceremony led by a priest or high priest who gives a sermon on a legendary hero or saint in order to demonstrate how justice and compassion embody piety. Highly regimented, they always last about an hour.

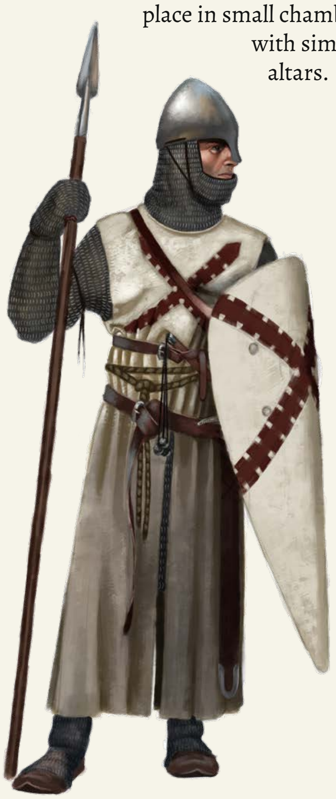
Solitary Prayer at a temple takes place in small chambers with simple altars.

Some followers might also enter a 10-minute confession with a priest (see the *Penance of Honour* Ordeal).

ALÁMIRATA

Dates: 2 · 7 · 12 · 17 · 22 · 27
Circle: Clergy III
Worship: Oration · Solitary Prayer

A high ceremony attended only by clergy of at least Circle III. A high priest gives a sermon very similar in content to that of the *Soratir*, but with more complex ritual (and all last about two hours). Solitary Prayer at a temple takes place in small chambers with simple altars.



FESTIVALS

FEAST OF SAINT AMBRÁTHAS

Date: 17 Larane
Circle: —
Worship: Oration
Solitary Prayer (Clergy III)

This yearly festival celebrates the foundation of the church by the legendary exploits of the hero Ambrathas, from his defeating the eight demons, to the taking of the castle Alamire from its rapacious warlord. A special ceremony renews the faithful, while priests enter night-long meditation and Solitary Prayer.

Some temples also sponsor tournaments between the faithful to replicate symbolically the saint's deeds (see the *Knights of Good Heart* Ordeal).

ORDEALS

KNIGHTS OF GOOD HEART

Type: Substantial Trial
Devotee: Knight Follower

During the *Feast of Saint Ambrathas* many temples hold a special tournament in addition to the Festival's other events.

Only knighted followers may undertake this Ordeal, which may take the form of a grand melee or a mounted joust. In either case, the combat is meant to be non-lethal.

Feat: render at least one opponent Incapacitated or Unconscious without mortally wounding any, while also remaining conscious.

PENANCE OF HONOUR

Type: Minor Trial or
Substantial Quest
Devotee: Knight Follower

As part of *Soratir* or *Alamirata*, followers may make a confession to a priest in order to purify the soul and renew their faith.

If the confession is serious enough, the priest will assign a *penance* as either a Minor Trial (such as reciting a litany) or a Substantial Quest (such as performing a dangerous service), according to the severity of the confession. A confession not deemed serious enough will not receive its penance as an Ordeal, nor will followers usually be granted the chance to complete a Minor Penance more than once a year.

Feat: complete the prescribed task.

TIRÁNNON

Type: Minor Trial
Devotee: Follower being knighted

On the day before becoming a knight, as a final step in the process, the follower places weapons and armour on an altar in a Laranian temple. During the ensuing 24-hour vigil, the devotee prays for Larani's Grace.

Undertaken by most noble followers, *Tirannon* (the 'Gate of the Mighty') is not required, except by those knights joining a Laranian fighting order.

Feat: fast throughout the uninterrupted 24-hour vigil.

RITUAL DEVOTIONS

CONSECRATION

Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to bless locations and objects, turning them into Sacred Ground and Sacred Objects, respectively. See Consecration (page 320).

EXORCISM

Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to help victims recover from possession and the Shadow. See Exorcism (page 320).

MÔRGATH

Tormentor of the Unlamented Dead · Master of Oblivion · Lord of the Gùlmôrvrin of the Black Pit · Wielder of the Shadow of Incarnate Nothingness

Morgath is the master of chaos. Quick to anger, and prone to randomness, violence, and apparent insanity, he is lord of retribution, but cares little for fairness and justice. Mortals cannot endure the sight of his true form, so they symbolise him with the *Durangash*, a black orb on a field of brown surrounded by an irregular black border.

Morgathian Hell is called *Durakhar* (The Black Pole), its location most likely on Yashain. At the heart of its endless maze of horrific tunnels lies *Bukrai* (the Orb That Cannot Be Viewed)—a black sphere of nothingness and a gate to where the First Gods dwell. Morgath became mad studying the Orb, but not before learning how to impart to his followers the ability to summon its Shadow into their physical worlds. Bestowing this powerful arcane gift brings Morgath the closest of all the Lesser Gods to violating the *Concordat*. He maniacally hopes for such conflict, as the ensuing war would bring Kelestia back to its natural state of chaos.

Church

Nearly a thousand years ago the thirteen surviving tomb-raiders of a complex called Urbrath founded a temple somewhere in the mountains of Azeryan. Over the next few centuries, followers were recruited and more temples erected—some say by the very original group of thirteen, who were each strangely long-lived.

Eventually the church refined an attractive core theology for its adherents: the despair of mortality and the damnation of the afterlife were replaced by the rewards of power and wealth made possible by the immortality of undeath. This central tenet was proclaimed in TR 598 in the *Thirteen Articles*, a move that centralised church authority and elevated the more 'hopeful' *Thirteen Amorvrin Incarnations* of the undead.

Belief

Followers of Morgath do not say they love him but rather respect, appease, and dread him. Nearly all harbour a deep psychosis, often the result of long-term participation in the religion's cruel ceremonies.

Sacred Ground

The church is organised into temples of at least thirteen priests. A typical structure features burial grounds, sepulchres, and tombs, the prominence of which vary according to the level of local proscription. When outlawed, the 'temple' manifests entirely as a wandering, furtive band for whom shallow graves serve as sacred ground.

Sacred Objects: stonework, mask, skin, hide, bone, dagger.

Clergy

A high priest is advised by a council of twelve underpriests. Each specialises in a particular function of the temple, such as archives, treasures, or training. Each underpriest is served by senior acolytes as messengers and independent mendicants. Lastly, acolytes undertake a rigorous training that, if survived, usually leaves their psyche riven.

Temple Script: the secret Morgathian tongue Ormauk (sidebar) is written in a unique script called Nuvesarl.

ASPECT: MOR

MORALITY: 3–7

CIRCLE	CLERGY	TITLE
I	Acolyte	Lóngai
II	Senior Acolyte	Súngai
III	Underpriest	Khála
IV	High Priest	Khídarmur
VI	Primate	Gúrim
VII	Pontiff	Vynkhádur

SPECIAL OFFICES

Jury of the Dark Orb: the anonymous council of twelve that selects and advises the pontiff.

Holy Office: secret inquisitors (*Uzhada*) whom the Jury plants within Morgathian temples.

DOCTRINE

Low: Command, Hideworking, Psyche Recovery Roll.

High: Embalming, Shadow Recovery Roll.

TEMPLE TONGUE

Clergy use the secret language *Ormauk* in ceremonies. In Ceremony and Festival benedictions, an attending priest may use Ormauk ML instead of the service type's attribute to generate the Style Secondary Roll.

SERVANTS

Morgath controls many demonic servants.

Klýss the Necromancer: Morgath's greatest recruiter, Klyss visits the physical world in the form of an emaciated man in black robes shrouding an unnaturally pale face and withered, almost skeletal hands.

Mýrvria the Temptress: the lieutenant of Klyss who bargains directly with unfortunate souls to join the undead ranks as free *Amorvrin*.

Kôrvakai: remnants of demons summoned by Morgathian priests over the centuries, the Korvakai now inhabit desolate wild lands, such as the ruins of Irkargai in southern Azeryan.

SHADOW OF BÚKRAI

The Shadow is a horrific ethereal phenomenon produced by either the Orb That Cannot Be Viewed or by the deity himself—theologians are unclear. Certain Morgathian artefacts and minions are imbued with it, and his clergy may summon it arcanely. See page 377 for details.

THE UNCANNY

Morgath's miraculous gifts of the uncanny often involve putrid odours of the grave out of context, disturbingly animated shadows, and visions of floating black spheres of the void.

CEREMONIES

SHÁDRYN-VÂRS

Dates: 26
Circle: —
Worship: Oration

This low ceremony consists of lengthy, canted prayer and (at least) symbolic or actual animal sacrifice, and lasts 3d6 × 10 minutes, rolled each time. It instils awe and terror in the laity and celebrates madness as a sanctified expression of Chaos. All participants accrue one level of Psyche Stress (page 188).

Most often the *Shadryn-Vars* includes human, often involuntary, sacrifice (see *The Wreaker's Flesh* Ordeal, below).

THE DEGREES OF NYÂRDATH

Dates: 13
Circle: Clergy III–VII
Worship: Oration

The Degrees of Nyardath are high ceremonies that culminate in Morgathian priests attempting to summon the Shadow of Bukrai. While these thirteen ceremonies take place on the same day each month, they are divided into five groups according to increasing levels of complexity, power, and depravity. Each is uniquely named and restricted to a specific Circle of clergy (the highly controlled ceremonies last about 20 minutes per Circle). The Psyche Stress accrued by the participants in the higher groups reflects the increasing amount of unpleasantness at the higher degrees:

GROUP	CIRCLE	DEGREES	PSY
Shádath	III	1st–3rd	1
Húldath	IV	4th–6th	2
Ámaldath	V	7th–9th	3
Vâredath	VI	10th–12th	4
Ûrkandath	VII	13th	5

Each group selects a priest to perform its own Ceremony (page 316) and to attempt the summoning of the Shadow afterwards (page 346). At a given temple, the Circle III Underpriest chosen for the *Shadath* changes from month to month.

FESTIVALS

FEAST OF BÚKRAI

Date: 1–13 Morgat
Circle: —
Worship: Spectacle

This yearly festival begins on 1 Morgat with the Sacrament of Kobukrai, followed by twelve days of fasting and ritual sacrifice, and culminating on the thirteenth with the Liturgy of Vabukrai. All participants accrue d3 + 1 levels of Psyche Stress (page 188).

ORDEALS

KÉNAT-RÉTSA

Type: Substantial Trial
Devotee: Any character

A passage trial for new members, the *Kenat-Retsa* can occur at any age, but is most desired near or on their thirteenth birthday. For 13 days initiates receive training in prayer and dogma, often visited by the temple's Tormentor for tortured inculcation. Then, at the beginning of the next *Shadryn-Vars* (low ceremony), the hopefuls kneel before the altar to answer 13 ritual questions from the presiding priest. When done, their names are inscribed in a clay tablet, which is placed upon the altar, signalling their acceptance as the Wreaker's Flesh.

With the trial thus completed, the initiate accrues 3 levels of Psyche Stress (page 188).

Feat: complete the passage trial.

THE WREAKER'S FLESH

Type: (Variable) Sacrifice
Devotee: Clergy III

The Morgathian ordeal of human sacrifice is ominously named after its lay followers: *The Wreaker's Flesh*. The means vary from throat-cutting to torture to dark rites involving the minions of Morgath. The Intensity of the ordeal reflects the complexity and sadism involved. All, however, feed the Shadow.

Feat: the attending cleric completes the sacrifice. The magnitude of the ordeal is derived from how many levels of Psyche Stress the cleric is willing to accept, a direct reflection of its ghastliness:

STRESS	MAGNITUDE
PSY 1	Minor Sacrifice
PSY 2	Substantial Sacrifice
PSY 3	Great Sacrifice

RITUAL DEVOTIONS

CONSECRATION

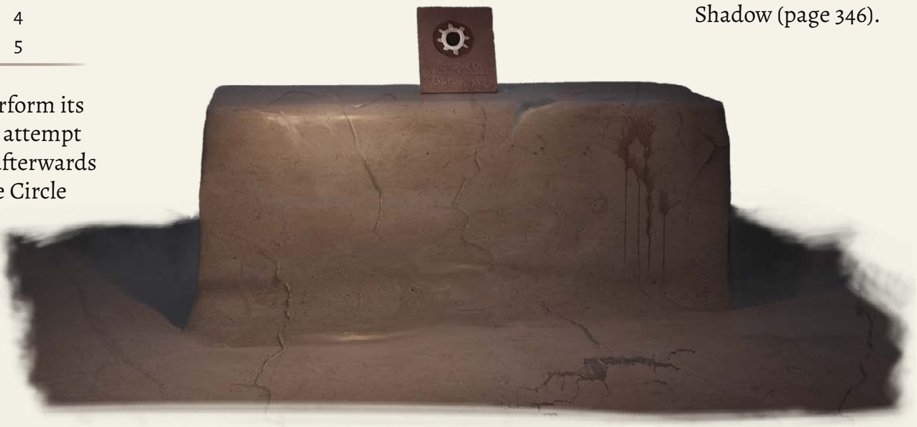
Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to bless locations and objects, turning them into Sacred Ground and Sacred Objects, respectively. See Consecration (page 320).

SUMMON THE SHADOW

Circle: Clergy III

Morgathian clergy of Circle III or higher who lead and complete their respective Degree of Nyardath ceremony may use the arcane mysteries to summon The Shadow (page 346).



NAVÉH

Lord of the Pitch Shadows · Master of Deceit and Terrible Dreams · Lord of the Last Illusion · Merchant of Death · Trancer the Cat · Wealth's Worry

Naveh is the merciless god of cold and implacable intelligence. He is a master of lies, deception, and darkness. The bringer of nightmares, Naveh is associated with mysterious and sudden death—often worshipped by thieves and assassins. Unlike the violent insanity expressed by Morgath, the Lifter of Lives brings a chilling sense of focus to his mayhem and is seen as a doer of the impossible.

Naveh dwells in the city of Kamil, believed to exist in part on both Kethira and Yashain. Wielding his ebony knife *Nava-shak-ara*, Naveh commands from his bleak home a host of demonic servants and shades, horrible ethereals sent to corrupt and destroy the lives of mortals in both the physical and spiritual worlds.

Church

Sacred texts hold that fifteen hundred years ago an eastern Lythian named Sinan prophesised the renewal of war between the gods and Kelestia's inevitable return to chaos. Only those accepting Naveh's discipline would be saved.

Along with that of Agrik and Save-K'nor, the cult of Naveh was one of the first missionary religions. Likely originating out of the primeval fear of darkness and death, the faith spread far and fast, from the initial expression as moon–sky worship to its growth as a temple-state religion. By a thousand years ago, the church had reached followers in every part of Venarive.

Belief

Followers of Naveh are detached and remorseless. Laity remain withdrawn not only from society, where their religion is widely proscribed, but also from even the Navehan priesthood, who offer them no formal ritual guidance. As for themselves, the clergy lead eremitic, gloomy lives, bonded mostly by a shared, violent misanthropy.

Sacred Ground

Church temples of Naveh are self-sufficient and isolated from one another. An outlawed faith in many realms, the religion not only celebrates secrecy but usually requires it. Temples most often exist in urban areas, where its members can better conceal themselves. A city's basements, cellars, sewers, and underground passages ideally serve the church's covert, homicidal ceremonies.

Sacred Objects: skull-mask, skulls, dagger, lockpicks.

Clergy

The High Priest rules the temple with the assistance of five masters, prominent Circle III deacons (see sidebar table). Deacons may normally only advance to one of the five Temple Master offices by killing the current office-holder. This can be by way of formal challenge or a sudden knife in the back. Two Adranatha (the lowest, 'junior' acolytes) are pitted against each other in the temple maze. The one who stalks and injures or kills the other, without being injured themselves, advances to Dranatha (deacon, also called 'senior' acolytes).

ASPECT: NAV **MORALITY: 3–10**

CIRCLE	CLERGY	TITLE
I	Acolyte	Adránatha
III	Deacon	Dránatha
III	Temple Master	(see below)
IV	High Priest	Gárana
VI	Primate	Shúganal
VII	Pontiff	Nagára

TEMPLE MASTERS	TITLE
Chief Deacon	Arásha
Master of Archives/Treasure	Wólren
Master of Discipline	Tarāva
Master of Acolytes	Práda
Master of Ritual	Dezéna

Návas-Kâra: this honorary title of Temple Assassin is given to clergy when they have undertaken at least one successful murder of an outsider, whether at the behest of the church or an external client. Navas-Kara are sometimes secretly placed in the households of secular lords, their future potential targets.

DOCTRINE

Low: Guile, Legerdemain, Stealth.

High: Awareness, Melee.

SERVANTS

Naveh controls several types of spirits, most of whom assail their victims in the physical world through Spirit Conflict.

Dekéjis: able to incarnate as a black cat, this powerful demonic servant can see in the dark and perceive heat with its red eyes.

Gytévsha: most dangerous at night, these spirits are either the three named Greater ones—*Gekrish*, *Krasula*, and *Vesha*—or among the legions of minor Lesser ones who have similar but weaker powers.

Shades: souls of the most devout followers, these spirits sometimes serve Naveh similarly to the Gytevsha.

THE UNCANNY

The uncanny to Naveh is hellish and cruel. It includes visions of mocking and disembodied skulls, and streams of blood running down walls or flowing against a water's current. Both the faithful and enemies alike might hear whispered voices urging violence and deceit. Witnesses might see sudden passing clouds of darkness, or stark, bizarre colours in Kethira's moon, Yael.

CEREMONIES

CONTEMPLATION OF NAVÉH

Dates:	One day per month
Circle:	—
Worship:	Solitary Prayer

While there are no low Services in the church of Naveh, followers may worship through Solitary Prayer. Such contemplation may take place on any day of the month, which itself may change month to month as the follower wishes.

Meditations take place quietly in secret and in utter darkness or deep shadows. They last 1d6 × 10 minutes, varying by the incomprehensible motive of Naveh.

DEZÉNÀKA

Dates:	30 (New Moon)
Circle:	Clergy III
Worship:	Spectacle

A high ceremony for priests that takes place on the night of the new moon each month. The high priest leading the Spectacle incorporates pyrotechnic, optical, and mechanical tricks to enhance the 'miraculous' display. *Dezenaka* rituals always include a blood sacrifice—either an aged priest committing suicide or simply the murder of an innocent. (Treat the latter as a completion of the ordeal *Patient Aim of Naveh* for the attending high priest). The ceremony lasts 2d6 × 10 minutes each time, ending with the priests consuming a mixture of wine and the blood of the sacrificed. All participants accrue 1 level of Psyche Stress (page 188).

Participants who ingest beforehand the herb *Alanal* (a Great Hallucinogen) increase the blessing bonus by 2 for themselves—both the received amount and the maximum possible.

FESTIVALS

NIGHT OF SHADOWS

Date:	30 Navek
Circle:	Clergy III
Worship:	Spectacle

This yearly festival resembles a more violent *Dezenaka*. At least three murder victims are selected, one of whom the attending high priest slays, the rest of whom random temple priests are selected to murder. A priest who completes these sacrifices before midnight of the following day (1 Morgat) satisfies both the *Patient Aim of Naveh* and *Shadowmath* ordeals (below).

ORDEALS

HÊRTH-AKÁN

Type:	Great Trial (pursued) Substantial Quest (pursuers)
Devotee:	Any character (pursued) Clergy III (pursuers)

The *Herth-Akan* is usually a punishment ordeal levelled against miscreant clergy, but is also occasionally used against temple enemies or those the temple has been contracted to kill—the pursued can thus be anyone, even a non-follower.

The pursued is given a one-hour head start to evade the pursuit of seven murderous temple priests, with unsuspecting non-followers given a formal warning of their 'participation'. On surviving the ensuing three days and nights, the pursued completes a Great Trial—and is allowed to live.

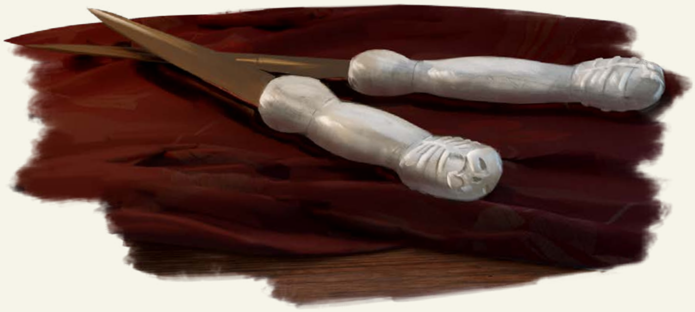
The *Herth-Akan* is also an Ordeal for the pursuing clergy: if they fail to kill the pursued, they all must commit ritual suicide. If they succeed, they accomplish a Substantial Quest.

Feat: live through the successive three days and nights (if the pursued); or kill the pursued within the successive three days and nights (if a pursuer).

PATIENT AIM OF NAVÉH

Type:	Substantial Sacrifice
Devotee:	Clergy III

From time to time the *Dezenaka* ceremony will include the selection of a temple priest to murder a chosen victim. The high priest engraves several names on the blades of ceremonial daggers, one name per dagger. While concealing the engraved side, the high priest has the selected temple priest randomly choose one of the daggers, which can be used for no purpose but to kill its indicated victim.



Victims may range from the poorest of serfs to the most powerful of lords—social class protects no one from the *Patient Aim of Naveh*.

Feat: before the next new moon (the 30th of the month), kill the chosen victim using the ceremonial dagger.

SHADOWMATH

Date:	1 Morgat
Type:	Minor Quest
Devotee:	Clergy III

The day following the *Night of Shadows* is called Shadowmath (1 Morgat). Followers believe it is the time during which Naveh walks fearlessly in daylight. Any murder a devotee commits during this 24-hour period receives his special attention.

Feat: kill someone on 1 Morgat.

RITUAL DEVOTIONS

CONSECRATION

Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to bless locations and objects, turning them into Sacred Ground and Sacred Objects, respectively. See Consecration (page 320).

SUMMON GYTÉVSHA

Circle: Clergy IV

Clergy of Circle IV or higher who lead and complete the Dezenaka ceremony may use the arcane mysteries to summon Gytevshai, terrible spirits they believe to be servants of their god (page 346).

PEÓNI

The Restorer · Bringer of Life Renewed · Lady of Truth · Everliving Daughter of White Virtue · Guardian of the Meek · Lady of Industrious Labours and Ripe Harvest · Confidant of Lovers · Chaste Lady of Honest Love

Peoni is the kind and gentle god of healing and agriculture. She loves those who serve the innocent and powerless and is usually represented as a young girl with hands worn red from labour. Also seen as a nurturing woman, Peoni is symbolised by the fruits of farming and by white flowers, especially daisies.

Peoni resides in Valon, an enchanted meadow in perpetual spring. Believed to be on Yashain, the verdant field is dotted with humble cottages housing the faithful for eternity in their perfect heaven, a reward for a life of hard work.

Church

Peonians hold that the Lady of Truth summoned four prophets called the Aerlathos, two men and two women, to the ancient world in order to unify the existing, and sometimes violent, earth cults. The priesthood grew out of the devotees who gathered and followed the prophets during their miraculous journeys.

Before the unification brought about by the Aerlathos, the faith was spread by mendicant clerics. Afterwards, temples were built to educate priests safely, starting with the first in Perna, now the church's pontificate in the Kingdom of Trierzon.

Belief

A gentle theology and the belief that all sins can be forgiven—a doctrine virtually unique to the church—have enabled the Peonian faith to reach a wide following, especially among the humble or forsaken, such as farmers and the poor. Adherents strive to replicate the patience and ardour of their church's greatest saints with acts of sacrifice that benefit their deity, church, or fellow people.

Sacred Ground

The scattered and semi-autonomous Peonian temples serve as a home base for their priests and a temporary safe haven for the still-numerous ranks of mendicant clergy. While resembling in some ways the great Laranian edifices, Peonian temples are peaceful abbeys, with cloistered walkways and secluded courtyards. Followers also dedicate wilderness shrines to several of her divine servants as wayward sacred ground.

Sacred Objects: seasonal-coloured robe, preserved flower or fruit.

Clergy

Most of the clergy is divided into the female *Order of the Balm of Joy* and the male *Irreproachable Order*, both equal in size and importance. They reside in either separate temples or at least different wings within a common one. Each high priest or priestess chairs a council of other important clergy that includes Masters of Acolytes, of Archives and Treasures, and of Healing. The number of priests in each temple varies but all lead ascetic, celibate lives.

Temple Guards: with Peoni often seen as Larani's mother, warriors of Laranian fighting orders sometimes guard Peonian temples.

ASPECT: EON MORALITY: 8–18

CIRCLE	CLERGY	TITLE
I	Acolyte	Esoláni (pl.)
III	Mendicant	Reslâva
III	Temple Priest	Ebaséthè (pl.)
IV	High Priest	Pelnála
IV	Bishop	Suláplyn
VI	Primate	Mepéleh
VI	Cardinal (council)	Pelclúnia
VII	Pontiff	Hápalan

Mendicants: obtaining the Circle III office of *Reslava* requires a test of **Ritual (CRE SR)** rather than the Ritual (Intrigue SR) on page 315. Characters who begin the game with at least Peoni Ritual ML60 may choose to automatically be such a mendicant. If so, they test Peoni Ritual (CRE SR) Success Value to determine the result of the *Reslava-Kai Paledaur* ordeal in order to see if they earn Grace (page 336).

Eóni: the spelling of the religion in Azeri and Karejian is *Eoni*, but the church is identical. Followers practice using the same Ritual skill.

DOCTRINE

Low: Agriculture, Animalcraft, Physical Recovery Rolls (see the explanation in the description of the Lesser Sapeleh, page 336).

High: Herblore, Physician.

SERVANTS

Belsirasin (*The Weeper*): Stern and virtuous, the young warrior sheds a tear for every lie told by mortal folk.

Maermal (*Lord of Labour*): diligent and honest, the huge bronze ox works patiently with the tenacity of common folk.

Tirrala (*Handmaiden of Renewal*): wearied from her labour, the Foremost of Healers appears as a slim young woman holding a surgeon's knife and urn, now the symbols of the Society of Physicians.

Yselda (*The Trothmaker*): wise and humorous, the mistress of honourable love lends guidance to both the betrothed and the unrequited.

THE UNCANNY

Given her doctrine of peace and calm, Peoni usually expresses even uncanny miracles subtly. Injuries and ailments might heal especially quickly (halve their usual periods). Animals, even wild beasts, might exhibit folk-like actions and preternatural understanding. Her aegis of calm might include the weather, such as quelling otherwise dangerous storms.

CEREMONIES

SAPÉLEH

LESSER SAPÉLEH

Dates: 4 · 12 · 20 · 28
Circle: —
Worship: Oration · Solitary Prayer

All followers may attend the *Lesser Sapeleh*, a low ceremony led by a temple or high priest that lasts an hour. It commonly features prayer and song, as well as small monetary donations or sacrifices of agricultural produce, especially during harvest season. Solitary Prayer at a temple is in small chambers with simple altars.

Followers may also enter a confession (see the ordeal *Penance of Kindness*).

The Doctrinal 'subject' called Physical Recovery Rolls applies to these tests: blood loss, extended shock, coma, injury healing, blood regeneration, infection; and to advance, course and recovery rolls of disease, exposure, and poisons/toxins.

GREATER SAPÉLEH

Dates: 14–17
Circle: Clergy III
Worship: Solitary Prayer

A four-day purification high ceremony undertaken by clergy of Circle III or higher. During the first two days, the priests fast, meditate, and pray in isolation. They emerge on the third day to gather for sixteen hours of silent prayer. On the last day they assemble again for four hours of Solitary Prayer.

Priests at a temple may also enter a confession (see the ordeal *Penance of Kindness*).

FESTIVALS

HARVEST HOME

Date: 1–4 Azura
Circle: —
Worship: Spectacle (on the last day)

This yearly autumnal gathering celebrates the harvest and is often considered the most important Peonian festival. For three days followers pray, meditate, and fast. The celebration ends on the fourth day with a lavish feast of the new crops.

RESTORATION FESTIVAL

Date: 4 Peonu
Circle: —
Worship: Oration

This yearly vernal festival celebrates the renewal of life after the cold winter. Not as lavish or lengthy as *Harvest Home*, the *Restoration Festival* coincides with the first *Lesser Sapeleh* in the month of Peonu. It includes unique festival prayers and songs. With produce scarce for agricultural sacrifices, the festival often involves greater monetary donations.

ORDEALS

PENANCE OF KINDNESS

Type: Minor Trial
Devotee: Follower

As part of a ceremony, followers may make a confession to a priest in order to purify the soul and renew their faith.

The penance is labour in the temple or work among the sick or poor. The length of time is at least four days but rarely longer than between two *Lesser Sapeleh*.

Feat: complete the prescribed task. Only one such *Penance of Kindness* per year per follower is considered a Minor trial.

RESLÂVA-KAI PELÉDAUR

Type: (Variable) Trial
Devotee: Clergy III

Peonian mendicants (*Reslava*) are priests not bound to a temple who widely travel the outside world. Any Clergy of at least Circle III may become a mendicant by passing the *Reslava-Kai Peledaur*—the Ritual of the Passage of Humble Soul.

Presided over by a group of four temple priests, the follower spends four days completing menial tasks, fasting, and avowing silence. The candidate is ritually bathed and gives praise to the seasons with a sip of water while facing in turn each of the four cardinal directions.

After a four-hour vigil, the follower demonstrates mastery of the Peonian mysteries by presenting a *Labour of Reverence*, an original prayer, hymn, or work of art dedicated to the glory of Peoni. If the *Labour* is accepted, the devotee receives the *Reslava Anama*, a silver tetrahedral amulet, and then exits the temple through the *Reslavannon*, the 'Portal of Mendicants'.

Feat: complete the tasks and vigil. The ordeal's magnitude varies according to the result of a **Ritual (Creativity SR) Success Value** test (+1 SV if SR succeeds).

SV	MAGNITUDE
≤ 2	No ordeal and *Labour* rejected.
3–4	No ordeal but *Labour* accepted.
5	Minor Trial; *Labour* accepted.
6	Substantial Trial; *Labour* accepted.
7+	Great Trial; *Labour* accepted.

THE TURNING

Type: Minor Trial
Devotee: Clergy I

Clergy of Circle I or higher participate in a special purification ceremony on the 14th of Nuzyæl, Nolus, Azura, and Ilvin. Called *The Turning*, the trial takes place after the regular *Greater Sapeleh* ceremony performed on the same day.

The clergy exchange their old robes for new garb in colours of the new season: white (winter); green (spring); beige (summer); or yellow (autumn).

Feat: participate in the ceremony.

RITUAL DEVOTIONS

CONSECRATION

Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to bless locations and objects, turning them into Sacred Ground and Sacred Objects, respectively. See Consecration (page 320).

EXORCISM

Circle: Clergy II

Clergy of Circle II or higher learn the Ritual Devotion to help victims recover from possession and the Shadow. See Exorcism (page 320).

SÁRAJÌN

King of the Icy Wind · Lord of the Perilous Quest · Wielder of the Blooded Axe · Master of Frosty Climes · The Grey Slayer

Sarajin is the lord of battlelust and the patron god of the Ivinians, the northern seafaring people whose far-reaching viking raids perfectly reflect their deity's pleasure in war. Seen as a giant, yellow-haired, bearded warrior, Sarajin rides the sled *Shalka* and wields *Fakang*, a double-bladed axe capable of producing great earthquakes and storms.

Sarajin now resides in the ice castle Talagaad on Yashain. However, according to myth, he first did battle in the land of Ivinia itself, where he vanquished semi-divine entities called Pradeyalkri. Among the other monsters and demons he had to defeat were his father Skarakyldrik and grandfather Uyessegryn. In a final duel atop Mount Ilbengaad, Sarajin took dominion of Ivinia by decapitating the great serpent Suerlji, lord of the Pradeyalkri.

Church

Bjarri Threehand was a skald of the second century BT who is said to have died a valiant death in battle and been rewarded with a visit to Talagaad. There he viewed a heaven of never-ending warfare and celebration. Sarajin charged him with returning to the world to spread the word of what awaits courageous warriors.

While the worship of Sarajin is nearly universal in the north, and not uncommon in the lands colonised by Ivinia, there is no true religious organisation to the faith. The closest to a 'pontificate' would be the settlement of Molima, a stronghold of Clan Beldesa in the religious kingdom of Eldeskaal, near Mount Ilbengaad.

Belief

Ivinians worship Sarajin most explicitly through what is called the *Ljarl*, a code of honour that stresses courage and loyalty and that the noblest deed is to die in heroic battle. The Ljarl permeates Ivinian culture—to act dishonourably is unthinkable. In addition to bravery, the code promotes revelry and extravagance, harbingers of heavenly Talagaad.

Sacred Ground

Ivinian communities usually include one freeclan whose clanhouse serves as the temple to Sarajin. Although for most Ivinians the importance of the Ljarl makes religion just a part of everyday life, it is this same clan whose members fill the role of clergy.

Sacred Objects: axe, rune piece, fur, leather, oar, mast.

Clergy

The *Valhakar*, the head of the clan chosen to govern the community's religious needs, is effectively the high priest. Other clan members serve as 'clergy' by selecting the Priest occupation, nearly indistinguishable from the rest of the settlement's warriors. Viking expeditions often hire one of these clan priests to accompany them. Their skill in Runecasting is viewed as an important safeguard during such conquests.

Circle Advancement: the Ritual (Intrigue SR) test (page 315) must include Initiative Secondary Modifier. To obtain each Circle beyond IV, clergy must first complete a Song of Lynraal ordeal (page 338).

ASPECT: KAJ **MORALITY: 5–16**

CLERGY

The Valhakar serves as 'high priest'; members of the clan serve as the 'priesthood'. Sarajin priests hold no offices but still progress through Circles of Command I–VII.

Skalds: characters whose realm has an *Ivinian* pantheon may choose the Skald occupation (listed under Harper/Skald, page 42). One Optional Skill DP in step 12 (stage 6) must be spent on Sarajin Ritual, but this single point raises it from SM1 to SM3. Skalds perform a role similar to mendicants in other religions.

DOCTRINE

Low: Courage (applies to both Initiative and Fear Rolls), Seamanship.

High: Command, Melee.

SERVANTS

Sarajin employs many servants throughout Talagaad and the mortal realms.

Pradeyálkri: these entities helped Sarajin in his conquest of Ivinia and are now allowed to serve him in triumph. The most important are *Usnarl* (Lord of Bears); *Njehu* (Lord of Whales); and the lupine *Jarlak* (the Carrion Lord).

Elkýri: the wives and helpmates of Sarajin, once mortal women, now guide to Talagaad the faithful who have died bravely in battle. There are eleven Elkyri currently walking among mortals.

Ávalir: the semi-divine children of Sarajin, born of mortal women. Not likely numbering more than a dozen, most of the Avalir live in the physical world, such as *Idjar One Eye*, who dwells in his lodge at Idjarheim in Ivinia.

THE UNCANNY

A sudden but lasting burst of wind to propel a dragonship through becalmed seas; an ameliorative pocket of warmth for travellers struggling through a raging blizzard—these are the uncanny miracles Sarajin might gift to the heroic. Those in a state of grace might have literal visions of the pradeyalkri or conversations with the Elkyri—not in dreams but seemingly in the clear light of day.

CEREMONIES

EDDAS

Dates: Any
Circle: —
Worship: Oration · Spectacle

Sarajinians reinforce the Ljarlic code of bravery through tales of their god's heroes and divine servants—these myths are called the *Eddas*. With no formal stricture concerning their frequency, both low and high 'ceremonies' take the form of a story-telling Oration in the community's religious clanhouse, lasting 1d6 × 10 minutes (rolled uniquely each time).

The Eddas may also be expressed by independent skalds, whose songs and epic poems (Spectacle) fulfil the same purpose of reinforcing the Ljarl. These performers need not be members of the priest-clan—some dwell within the clanhouses of powerful lords; some travel alone throughout the land. A skald's 'ceremony' need not take place in the ritual clanhouse, and they are often performed on the eve of battle, sometimes in the field itself. To this end, skalds often develop a Ritual ML that rivals priests.

While the *Eddas* are not technically divided into 'low' and 'high' versions, followers are still limited in access to Doctrinal subjects accordingly: lay followers and clergy up to Circle II (Low); clergy of Circle III and above (High).

FESTIVALS

Followers may attend either of the following festivals, but the Piety point benefit may only ever be gained once in any given year.

BJÂRRI'S FEAST

Date: 19–25 Kelen
Circle: —
Worship: Spectacle

This revelry is a series of seven lavish feasts held over seven days, during which many Eddas are recited and sung, and much alcohol is consumed. There is also semi-ritual combat (see the *Song of Lynraal* Ordeal).

ILBENGÁAD FESTIVAL

Date: 10–12 Kelen
Circle: —
Worship: Ecstasy

Each year followers everywhere gather for this three-day celebration. It begins with a day of feasting and drinking, followed by a day of semi-ritual combat (see the *Song of Lynraal* Ordeal). On the last day celebrants rest and recover.

Although followers celebrate the festival everywhere, attending it at Mount Ilbengaad itself might count as an Ordeal if it requires a lengthy pilgrimage (see *Ascent of Sarajin*).

ORDEALS

ASCENT OF SÁRAJÌN

Date: 10 Kelen
Type: (Variable) Pilgrimage
Devotee: Follower

Attending the Ilbengaad Festival at Mount Ilbengaad near Molima in Ivinia serves as a Pilgrimage for many.

Feat: journey to Mount Ilbengaad for the Ilbengaad Festival. The ordeal magnitude varies according to how far away the starting locale is from Molima, either from within the Kingdom of Eldeskaal, from within Ivinia, or from beyond:

LOCALE	MAGNITUDE
Éldeskaal	Minor Pilgrimage
Ivínia	Substantial Pilgrimage
Beyond	Great Pilgrimage

KÝRIHEIM

Type: Substantial Pilgrimage
Devotee: Follower

Kyriheim is a small island off the west coast of Ivinia, held sacred for its shrines to the wives of Sarajin believed to have become demi-goddesses called Elkyri.

Feat: travel to the Isle of Kyriheim and visit the grave sites of the risen Elkyri. This pilgrimage is possible but once during a given follower's lifetime.

SONG OF LÝNRAAL

Type: Great Trial
Devotee: Follower

Named after one of the more violent Elkyri, the *Song of Lynraal* is a semi-ritual combat held on the second day of the *Ilbengaad Festival*. Usually non-lethal, participants are still usually injured to some extent.

Feat: participate in the semi-ritual combat. Make a **Melee (Initiative SR) Success Value** test (+1 SV if SR succeeds) to see if the participant suffers an injury:

SV	INJURY SUSTAINED	
≤ 2	G5	Determine the location by rolling d8 ZD and d10 LD, aimed at ZN1. Apply all trauma as usual—bleeding, amputation, Shock.
3–4	G4	
5–6	S3	
7	S2	
8	M1	
9+	None	

If the devotee participates in the ritual combat, the feat is fulfilled—regardless of whether an injury is sustained. All participants are lightly armoured, so Armour Value does not affect the SV test.

RITUAL DEVOTIONS

CONSECRATION

Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to bless locations and objects, turning them into Sacred Ground and Sacred Objects, respectively. See Consecration (page 320).

EXORCISM

Circle: Clergy IV

Clergy of Circle IV or higher learn the Ritual Devotion to help victims recover from possession and the Shadow. See Exorcism (page 320).

SÁVÈ-K'NÔR

Sage of the Gods · The Lost Guide · Lord of Puzzles, Conundrums, and Mazes · Lord of Jesters · Mixer of Potions · Keeper of the Vâr-Hyvrák

Save-K'nor is the arbiter of the *Ke'lha-Hy-Var-Hyvrak*, the Concordat of the Illimitable Tome. This agreement between the gods keeps the universe from returning to Chaos, but limits their actions against each other and in mortal lives. Save-K'nor is usually depicted as an old sage bearing *Uhla*, the lantern that gives no light, symbolic of the never-ending quest for knowledge and the futility of finding absolute truth. Other guises include Redira the Jester and Omono the Beggar.

Save-K'nor inhabits Inor Teth, a massive blocky edifice believed to lie on Yashain. Its chambers and hallways are inscribed with all the knowledge of people and beasts. If the universe is the Ultimate Maze, Inor Teth is the Penultimate Maze, a model of its secrets. All mortal and divine knowledge is kept in the *Var-Hyvrak* (The Illimitable Tome), an actual work hidden or kept between the planes—or, as some believe, just a symbol for the wisdom of the deity himself.

Church

Eilar of Ironoth, the legendary founder of the church, spent nine years as a studious hermit in the wilderness of the Azeryani drylands. During this time the nine Althar visited him, each imparting a special message that, together, gave Eilar the mission to replicate Save-K'nor's heavenly court on the mortal plane.

His three closest disciples eventually formed what became the three Orders of the church: the **Hýn-Aelôri** (Order of the Sage of Heaven); the **Rydequélyn** (Order of the Fool); and the **Shéa-Al-Aécôr** (Order of the Lost Guide). The pontifical seat is the city of Berema in Emelrene.

Belief

While the laity usually number fewer than the priesthood, all followers value dispassion, focus, curiosity, and originality, and many secular philosophers and Pvarists are among its faithful. While often remaining morally neutral, devotees do appreciate the value of societal stability.

Sacred Ground

K'norian temples most often reside in larger settlements. Each one is usually dedicated to one of the three Orders, although some house two or three together. They have the appearance of universities, with libraries of scrolls and maps and quiet rooms for private study.

Sacred Objects: tome, scroll, quill, lantern, hexagon.

Clergy

A temple has several Loremasters (Rowanti), each an expert in at least one field of learning. The six most senior form the Tryahlar, a council overseeing the temple's studies. Its administrative duties, however, fall to five ordinary priests (High Deacon, Keeper of the Holy Lore, Archivist, Councillor, and Seneschal).

Acolytes start out in the Hyn-Aelori, the largest of the three orders. Once mastering six subjects and two scripts, they graduate to the priesthood, when a hexagonal tattoo surrounding their left eye marks them as Haliki. Especially talented students transfer to either the Rydequelyn or Shea-Al-Aecor for more specialised training (sidebar).

ASPECT: ZER **MORALITY: 8–18**

CIRCLE	CLERGY	TITLE
I	Acolyte	Manídar (pl.)
III	Temple Priest	Halíki
IV	Loremaster	Rowánti
V	Father Visitor	Maécor
VI	Primate	Deór Íshar
VII	Pontiff	Rión Íshar

Father Visitors are found only in the Hyn-Aelori and Rydequelyn. They are appointed by the primate to advise a particular temple, even possessing interim power to govern it.

DOCTRINE

Low: Folklore, *Languages*, *Scripts*.

High: Discourse (Hyn-Aelori)/Theatrics (Rydequelyn)/Intrigue (Shea-Al-Aecor); Creativity (Idea roll), Law, Mathematics.

SPECIALISED TRAINING

After Occupation Skills are assigned in step 12, stage 5 of character generation (page 48), a Priest of Save-K'nor makes a **Folklore (CRE SR) Success Value** test (+1 SV if SR succeeds). Those who generate at least SV7 may join one of two special Orders and receive additional development points in the indicated skills. Apply the DP before moving to step 6.

Rydequélyn: Theatrics 2, Musician 3, Singing 1.

Shéa-Al-Aécôr: Law 2, Heraldry 2, Intrigue 2.

SERVANTS

Save-K'nor's servants pursue knowledge, whether through discovering mysteries, harbouring secrets, or telling stories.

The Althâr: the nine Judges of the High Archive, the god's chief servants, command the Vaenya and also perform specialised tasks: Althea (The Truthsayer); Argenon (The High Riddler); Bronduschithrin (The Lord of Lies); Deocala, Desaria, and Detasia (The Searchers); Thonahexus (Herald of Inor Teth); and Yerit and Ilyasha (The Teachers).

Vaénya: the Scribes of the High Archive reside in Inor Teth, building new chambers to house the ever-growing knowledge of the universe.

THE UNCANNY

Save-K'nor sometimes evinces the miraculous through extraordinary, nearly impossible, leaps of insight by those in a state of grace. Strange lights and timely emanations can lead the lost to their destination. A literal X—or hexagon—might reveal the hidden or elucidate the unknown.

CEREMONIES

THE VELÉRE

Dates: 6
Circle: —
Worship: Oration

A committee called the Seren, consisting of one loremaster, two priests, and three acolytes, conducts a monthly low ceremony called the *Velere*. Held half an hour after dusk, and lasting about an hour, the ceremony consists of songs of praise and invocations for guidance.

THE INBÂRIN

Dates: 6
Circle: Clergy III
Worship: Oration

The Keeper of the Holy Lore—called the Serini—conducts this high ceremony after the monthly *Velere* and yearly *Keserne*. Attended only by priests, the *Inbarin* begins with a brief period of requests for guidance and chants in chorus of the Prayer of Forthcoming. It then proceeds to an all-night vigil with priests abased before the altar, which contributes to an Ordeal called the *Vigil of Forthcoming* for each attending priest (see below).

FESTIVALS

THE KESÉRNÈ

Date: 6 Savor
Circle: —
Worship: Oration

On 6 Savor followers gather at the temple to celebrate the acts of the Althar and Vaenya and other K'norian saints. Most fast beforehand for at least two days. The festival begins at noon with six hours of silent meditation, and then the Circle III priest called the Keeper of the Holy Lore recites the lengthy history of the deity and the foundation of the church, an oration generally lasting past midnight.

ORDEALS

THE HASÊRN

Type: Minor Trial
Devotee: Follower

From time to time one of the Rowanti gives an evening lecture or seminar to broaden the faithful's knowledge. They generally last two to four hours. Their frequency varies and about half of them are open to all followers, while the others are for clergy only.

Feat: attend the entire Hasern and achieve a CS on a **Folklore** Test.

LABOUR OF REVERENCE

Date: At least once per year
Type: Substantial Trial or Quest
Devotee: Clergy III

At least once per year, a temple priest submits a *Labour of Reverence* to the council of Loremasters. It may be an original work of scholarship or art (Trial); or an artifact or text recovered from somewhere (Quest).

For the council to accept an original work, the submitting priest must spend 15 – CRE Index months producing it, and then make a **Success Value** test reflecting its nature: **Folklore** (scholarship); any **Language** (story); any **Craft** skill (work of art). Recovering an artefact will likely require many tests during the Quest to retrieve it, but, assuming the piece is of value, the council automatically accepts it.

Upon successfully submitting 36 Labours, the priest is elevated to Loremaster (Rowanti). For this calculation, Artefacts count a number equal to their Complexity Level (or equivalent).

Feat: spend the time to make the original work successfully (Trial); or submit in person the artefact (Quest).

MORNING ABLUTION

Type: Minor Trial
Devotee: Follower

Pious followers begin each day with a ritual ablution to 'wipe clean the slate to write upon new mysteries'. The committee called the Seren leads a mass ablution in the temple, but, even when away, individuals may conduct the ritual alone with their personal ablution bowls.

At dawn devotees anoint with the bowl's water their forehead, each eyelid, the mouth, throat, and heart—the six 'Chambers of Inor Teth'. Theoretically, the follower then meditates until the water dries—but in practice this is usually for about 10 minutes.

Feat: complete the *Morning Ablution* every day for six months, without fail.

VIGIL OF FORTHCOMING

Type: Minor Trial
Devotee: Clergy III

All attending clergy conclude the *Inbarin* ceremony with an all-night vigil before the altar.

Feat: complete the all-night vigil after the *Inbarin* six months in a row.

RITUAL DEVOTIONS

CONSECRATION

Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to bless locations and objects, turning them into Sacred Ground and Sacred Objects, respectively. See Consecration (page 320).

EXORCISM

Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to help victims recover from possession and the Shadow. See Exorcism (page 320).

SIÉM

Master of the Lords of Dream · Bringer of Meritorious Dreams and Blessed Forgetfulness · Lord of the Starlit and Thrice Blessed Realm · King of the Uttermost West · Master of the Sundered Ones in Exile · Spirit of the Mist · Never-changing Lord of the Azure Bowl

Siem is the eldest of the Lesser Gods, and likely the wisest—he was offered guardianship of the Illimitable Tome, but passed this responsibility on to Save-K'nor. Capable of perceiving the future, Siem is the god of oracular dreams. His plans are subtle, if sometimes confusing. He most often appears as an elven lord wearing a green and silver mantle with a wreath of stars on his head. He seems ageless and projects both strength and longing, an aloof bearing reflected in his special kin, the Ælrhin.

Siem sits on a throne atop Mount Sirinar in the Blessed Realm, heaven of the elven-folk, but also an actual place that may be reached before death and returned from. Some believe this might be where elves go during their astral reverie (page 308).

Church

Technically, there is no church of Siem. Elves have honoured him for as long as their memory, even before the Concordat. Worship likely originated on Midgaad, and later was brought to Kethira when the Ælrhin left that world.

Belief

Piety is less an alliance with Siem than a reverence for the elements of his reality—nature and wild things. However, even here, some achieve a greater understanding and are deemed enlightened. These might become lone wanderers or creators of great art, the very expression of nature's beauty.

Some humans worship Siem. Scholars, astrologers, pilots, seamen, and people of the wilderness number among the few who do.

Sacred Ground

Followers of Siem do not keep permanent temples. Rather, the natural locales that embody ethereal forces are considered sacred ground—called *Taur-im-Aina* by elves ('faerie circles' by humans). Also paramount to Ælrhin Reverie, such places can vary in form according to the elven subtype and geography. However, Taur-im-Aina are all exposed to the stars to some extent and are within or near trees, whether in groves, dells, thick forests, or among the canopy itself.

Sacred Objects: azure bowl, scarf, garland, wreath, woodworks, star.

Clergy

There are no elven offices for the clergy of Siem—even the notion of 'clergy' is informal. However, a character who selects the Priest occupation is pursuing an especially close relationship with Siem. Humans have added a very loose structure, calling their priests *Inthiar*.

Circle Advancement: a **Spirit SR** replaces the standard Intrigue SR in tests to measure Circle Advancement (page 315). To advance beyond Circle IV, clergy must have successfully completed the Natural Mysteries ordeal (page 342) at least once.

ASPECT: ZEM **MORALITY: 11–22**

CLERGY

Even without a notion of clergy and official offices, Siem 'priests' still progress through Circles of Command I–VII.

DOCTRINE

Low: Awareness, Survival, Stealth.

High: Herblore, Tracking.

DOCTRINE (SERÉNIEL)

Sereniel—*The Judge of Stones*—serves Siem and is the semi-autonomous demigod who gifted the Kuzhai with their stonecraft and gemcraft. The dwarves, even less expressively religious than elves, in turn revere him.

Low: Engineering, Jewelcraft, Masonry, Metalcraft, Mineralogy.

High: Shock Roll, Weaponcraft.

SERVANTS

Servants of Siem range from demigods to spirits and even to secret bands of humans dedicated to protecting nature.

Swéldrè (*The Prince of Stars*): the demigod of music, poetry, and writing, credited with creating the script Selenian. When prayed to during *Communion*, followers of Siem may substitute Discourse, Musician, *Script* (any), and Singing for the standard Low Doctrine.

The Ilsîri: before the other Lesser Gods took notice of the physical planes, Siem walked among them, giving self-awareness to a wide variety of entities—the Ilsiri. They are ethereal beings of various power: Asiri (Air elementals), Elmithri (Water elementals), Aulamithri (Dream-bearers).

Úthriem Róliri: a group of human followers of Siem found only in the wilderness of the isle of Hârn, the Brotherhood of the Forest is dedicated to protecting nature from its defilers. While the Uthriem Roliri rarely number more than a hundred, their skilful exploits and secretive nature have made them legendary heroes among common folk.

THE UNCANNY

The miracles of Siem might express themselves in strange patterns of the stars or through their directed illumination. Strange, billowing mists might suddenly form in unlikely places to cloak the imperilled. Brief dreams of those in a state of grace might play out literally upon awakening, presenting effortless solutions. The motion of trees or the flow of water might provide freakish assistance to the petitioner.

CEREMONIES

All Ceremony and Festival worship is considered Solitary Prayer.

COMMUNION

Dates: Any
Worship: Solitary Prayer

The only ritual shared by all worshippers of Siem, *Communion* begins at sunset and lasts one hour during *twilight* or into early *night-time* (page 142). During rare polar nights or days, it can begin at any point of the day.

The worship is strictly through Solitary Prayer and includes meditation before a cairn holding a blue bowl filled with water. The follower gazes into the bowl, perhaps receiving visions. Some incorporate singing, music, or dance into the segments of the ceremony.

While *Communions* are not technically divided into 'low' and 'high' versions, followers are still limited in access to Doctrinal subjects accordingly: lay followers and clergy up to Circle II (Low); clergy from Circle III and above (High).

NIGHT OF HIGH PERSPECTIVE

Dates: 15

Siemists consider Yaelah, the night of the full moon, a holy day. Such a *Night of High Perspective* does not bring a specific Ceremony. Rather, when followers perform a *Communion* on this day (the 15th of each month), they increase their blessing bonus—and its possible maximum—by 1, reflecting the evening's divinatory vibrancy. When performed on sacred ground, a pale and beautiful light seems to fill the area.

NIGHT OF SILENT RENEWAL

Dates: 30

Siemists hold the 30th of each month—the night of the new moon—as a holy day. While *Night of Silent Renewal* is not performed as a unique Ceremony in itself, when followers perform it along with *Communion* on the 30th of the month, they increase their blessing bonus—and its possible maximum—by 1. The faithful enjoy an increased clarity and vivacity to their dreams.

CEREMONIES (KÚZHAI)

MOUNTAIN'S HEART

Dates: Any
Worship: Solitary Prayer (Kuzhai only)

While the Kuzhai revere Siem, and especially Sereniel, they lack a religious formality to an even greater extent than elves. Dwarves see no need for complex ritual to proclaim their belief in the durability of clan. They worship in solitary meditation for an hour, usually deep underground, in order to connect to this ancestral faith and gain a oneness with the granite of the *Mountain's Heart*.

FESTIVALS

NIGHT OF GOLDEN TWILIGHT

Dates: 15 Azura
Worship: Solitary Prayer

In most realms of the Ælrhin, the month of Azura marks the turn from summer to autumn, a moment symbolically balanced between birth and death and so charged with great meaning concerning the past and future. Although the *Night of Golden Twilight* does not outwardly manifest any differently than the evening's *Communion* and *Night of High Perspective*, it must take place on sacred ground—at a Taur-im-Aina. This Solitary Prayer serves as the follower's yearly 'festival' in terms of the renewal of their faith and the opportunity to deepen their knowledge through circle advancement.

ORDEALS

NATURAL MYSTERIES

Type: Substantial Trial
Devotee: Follower

The Natural Mysteries are ancient secrets about the ordering of life, attributed to Siem when he roamed Kethira. Such order includes the (apparent) boundary between the physical and spirit worlds—but, more importantly, the call to overcome this very division. Followers of Siem study the Natural Mysteries by achieving Spirit Immersion during an astral journey (page 296).

Feat: complete Spirit Immersion with Principle or Place Energy.

RITUAL DEVOTIONS

CONSECRATION

Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to bless locations and objects, turning them into Sacred Ground and Sacred Objects, respectively. See Consecration (page 320).

EXORCISM

Circle: Clergy II

Clergy of Circle II or higher learn the Ritual Devotion to help victims recover from possession and the Shadow. See Exorcism (page 320).

Cult of the Covenant Pantheon

The **Emela** are an ethnic group in northwest Venarive. Descendants of the ancient Jarind of central Lythia, they founded the Kingdom of Emelrene over a thousand years ago. The nearby Sinai of Hârn charged them with protecting the mysterious land between the Es rivers, a sacred covenant that has endured to the present day.

The Emela consist of two subgroups: those settled in the towns and manors of the Kingdom of Emelrene, and those who still practice tribal subsistence in the forested mountains. These latter are called the Free Emela—the **Emhle** in their language—and their wilderness lands span the borders of several realms from Emelrene to Quarphor. These five groups of Emhle are commonly identified by the mountains associated with their home range: the Jerinalian, Luinde, Nadami, Tilame, and Lankori Emhle.

Religions

The Emhle's guardianship manifests religiously as the Cult of the Covenant. Its pantheon consists of Siem ('Ziem') and a collection of nine Old Gods called the *Kuelrhyn*. The Jerinalian Emhle most often worship Siem, while the other tribal groups more evenly spread faith among the Old Gods, with Ylvyr the most popular. Edaryr and Ulana are rare religions now; Garanik is recognised but not openly worshipped. Mordar and Vanaer are seen as enemies of the Covenant, warded against rather than revered.

CHURCH

All Covenant religions share the same church hierarchy, whether venerating Siem or one of the Kuelrhyn. While church offices are fewer than in most other pantheons, all Emhle may advance in Circle (see Clergy, below).

The leader of the entire pantheon is the Circle VII Keeper of the Covenant, the *Dheria-Isvan*. She oversees the cult from Abrelyn, the hallowed mountain citadel in the Jerinalian range of eastern Emelrene. Nearby is another cult edifice, the fortress of Kwanys, which lies amongst the many strange esoteric zones called *lællyn*.

Morality: all religions have 8+ orthodox Morality, except Ziem (11+); Garanik (5–12); and Mordar and Vanaer (5–10).

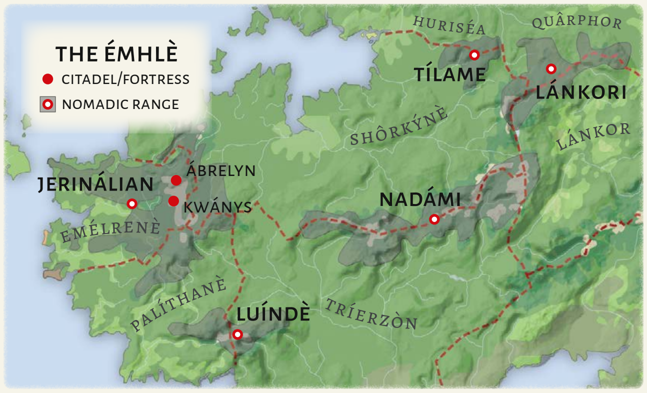
BELIEF

While the separate religions each express their own usual varying focus, the entire Cult of the Covenant is somewhat unique among pantheons in sharing an ancient, unified mission to protect the lands between the Es rivers.

SACRED GROUND

All elements of the deeply forested mountains of their homelands are viewed as sacred—lofty peaks, hidden rock cairns, loamy soil, shrouded coves, and icy streams.

Sacred Objects: Emelan rowan tree, Edur rose, speckled goose feather, white deer antler, sable marten pelt.



CULT OF THE COVENANT RELIGIONS

Beóna	Old goddess of the home and hearth · harvests	EON
Edâryr	Old god of seafaring and vassals (imprisoned)	EDA
Elarána	Old goddess of the hunt and archery	ARA
Gáranik	Old god of warriors · the firekeeper (banished)	AGR
Môrdar	Old god of the walking dead · soul-stealer	MOR
Úlana	Old goddess of playfulness, bargains, lust (exiled)	HAL
Vanáer	Old god of night and the Gytévsha	NAV
Ylvýr	Old god of the forests and wild places	IVO
Zârenor	Old god pantheon leader · the trickster	ZER
Ziém	Siém · elven god of dreams and mysteries	ZEM

COVENANT CHURCH HIERARCHY

CIRCLE	CLERGY OFFICES	TITLE
I	Free Emela	*Émhlè*
III	Priest, -ess	*Târn* (m.), *Târna* (f.)
IV	High Priest, -ess	*Vatârn* (m.), *Vatârna* (f.)
VII	Keeper of the Covenant	*Dhéria-Ísvan*

COVENANT CHURCH STATUS

FOLLOWER TYPE	RITUAL ML	CIRCLE	CEREMONY
Laity	1–29	I	Low
Fighting Order	30–59	II	Mid
Clergy	60+	III	High

CLERGY

All Emhle are at least laity in the Covenant and may advance to Circle I in a religion; most do so informally as a reflection of their strong devotion. Skilled hunters are members of the Covenant's 'fighting order' and may attain up to Circle II. Only the clergy may go above Circle II.

Character Generation: Emhle characters receive Ritual SM2 as a Family Skill (page 47), and Ritual is added to their Background Skills list (page 48). While the Tribal Occupation table (page 29) has no 'Priest' occupation, Emhle priests can develop Ritual skill well in other steps.

The two subgroups of Emelans described on page 343 comprise 62% of the population of the Kingdom of Emelrene—the settled Emela (56%) and the tribal Emhle (6%). The remaining 38% consist of immigrants and their descendants from other realms, such as Shorkyne and Trierzi. These latter folk are often called simply Emelrini.

The Emela and Emelrini worship the gods of the West Venarian Pantheon—namely, Peoni, Larani, Ilvir, Halea, and Ilvir. Nearly all Emela also honour the Cult of the Covenant Pantheon—and the Emhle do so exclusively.

The practices described below belong to the Cult of the Covenant. Thus, they are apropos 1) to that majority of Emela who have selected a Ritual skill devoted to one of the Covenant religions, and 2) to all Emhle *characters.*

CEREMONIES

Ceremonies in all Covenant religions are performed by each follower through Solitary Prayer (page 316 sidebar).

THE COVENANT

Dates: Varies (see below)
Circle: I (Low); II (Mid); III+ (High)
Worship: Solitary Prayer

Followers may undertake ceremonial prayer on any day of the month, seeking *low* blessings (Circle I), *mid* blessings (Circle II) or *high* blessings (Circle III+).

They last about an hour. If performing them on a *sacred day*, followers receive +10 bonus to the prayer's Ritual SV test. Most sacred days are shared by all religions of the pantheon, but a few are limited to the nine Old Gods or just to Ziem:

COVENANT SACRED DAYS*

MONTH	ALL	OLD GODS	ZIÉM
Núzyæl	1	—	15
Peónu	30	—	15
Kelén	30	—	15
Nólus	1	15	30
Laránè	30	—	15
Ágrazhâr	15 · 30	—	—
Azúra	1	—	10 · 30
Halánè	—	15 · 30†	—
Savôr	—	30	15
Ilvín	1 · 15	—	—
Návek	15 · 30	—	25
Morgát	15 · 30	—	—

**Refer to* The Kingdom of Emélrenè *publication for the names and details of the sacred days.*

†30 Halánè is sacred to Ylvýr followers only.

Doctrine: all ten Covenant religions have *Awareness* as a low blessing doctrinal subject, *Initiative* as a mid-subject, and *Folklore* as a high subject. Also include the following low and high subjects according to the follower's specific religion:

COVENANT DOCTRINE

RELIGION	LOW	HIGH
Beóna	Physical Rec. Roll*	Herblore‡
Edâryr	Seamanship†	Pilot‡
Elarána	Tracking†	Archery
Gáranik	Shock	Melee
Môrdar	Psyche Rec. Roll	Shadow Rec. Roll
Úlana	Theatrics	Charm
Vanáer	Stealth	Spirit
Ylvýr	Survival	Timbercraft‡
Zârenor	Guile	Lakíse Script‡
Ziém	Fate Roll	Command

** The blessing applies to the same rolls as listed in the Lesser Sapeleh ceremony of Peoni (page 336).*

† Followers receive the given skill at SM1 if it is not higher after Occupation Skills (stage 5, page 48).

‡ Followers receive the given skill at SM2 if it is not higher after Occupation Skills (stage 5, page 48).

Covenant Example 1: *Melrina is from a noble family in the city of Berema. She is one of the* Emela *and recognises both the West Venarian and Cult of the Covenant Pantheons. She has Ritual ML14 as a follower of Save-K'nor, and so her +2 Blessing bonus applies to the Doctrinal subjects provided by that religion. She chooses one, Folklore, after attending the Velere low ceremony (page 340).*

Covenant Example 2: *Nolora was born into the Merenal lodge of the tribal* Emhle *of the Jerinalian Mountains. She worships the Cult of the Covenant Pantheon and has Elarana Ritual ML26. As a Circle I member of the laity (page 343), she may select two Doctrinal subjects, each with +3 Blessing bonus. She has available Awareness (low Covenant) and Tracking (low Elarana). After she performs solitary prayer in the Covenant ceremony, she receives the +3 Blessing bonus in these two skills for the next 30 days.*

Covenant Example 3: *Joridh was born into the Palangwaed lodge of the tribal* Emhle *of the Jerinalian Mountains. He worships the Cult of the Covenant Pantheon and has Ylvyr Ritual ML70. As a Circle III Priest (page 343), he may select four Doctrinal subjects, each with +8 Blessing bonus. He has available Awareness (low Covenant), Initiative (mid Covenant), and Folklore (high Covenant), as well as Survival (low Ylvir) and Timbercraft (high Ylvir). After the solitary prayer Covenant ceremony, he selects Awareness, Folklore, Initiative, and Survival as Doctrinal subjects.*

FESTIVALS

Festivals in the Covenant are *services* led by Circle III or IV priests. The following is an alphabetised list of the religions, with each of their yearly festivals then given in order of their appearance during the year. The date and type of worship are in parentheses after the name.

BEÓNA

Beóna's Spring Festival *(4 Peonu • Oration)*: similar to the Peoni Restoration Festival.

Beóna's Harvest Festival *(4 Azura • Spectacle)*: similar to the Peoni Harvest Festival.

EDÂRYR

Night of the Seafarer *(12 Nuzyæl • Oration)*: held at coastal sites, venerating those far away.

Bondsman's Feast *(12 Kelen • Spectacle)*: lords throughout the feudal realms host feasts for their vassals.

ELARÁNA

Elarána's Hunt *(25 Nolus • Dance)*: a ritualised hunt involving symbolic steps and motions.

Elarána's Feast *(17 Larane • Spectacle)*: similar to the Larani Feast of Saint Ambrathas, but celebrating instead the founding Covenant heroes.

GÁRANIK

Gáranik's Fire *(8 Agrazhar • Solitary Prayer [Spectacle])*: no longer a mainstream festival for most Covenant members, bonfires are still sometimes lit to drive away Garanik and his servants. In this way, Garanik's Fire serves as a Sacred Day in the Covenant ceremony. Secret worship of Garanik is recently suspected, where the spectacle fires are meant to placate, or even, attract him.

MÔRDAR

Shadow Morning *(1 Morgat • Solitary Prayer [Spectacle])*: mainstream Covenant members celebrate the peaceful rest of the deceased. More of a Sacred Day for them (as for Garanik's Fire, above), the dead are cremated or buried with talismans to *prevent* Mordar from 'stealing what isn't his'. Although nearly unheard of today, actual followers of Mordar would celebrate Shadow Morning as their yearly spectacle festival, perhaps extending its duration similarly to the *Feast of Bukrai* (page 332) in the Morgath religion of the West Venarian pantheon.

VANÁER

Night of Grey Shadows *(30 Navek • Solitary Prayer [Spectacle])*: mainstream Covenant members recognise this day as one of their Sacred Days (see table on previous page), meant specifically to ward against 'He Who Stalks the Night' (Vanaer). The rare Covenant subversive who actually worships Vanaer, and his associated Gytevsha, would celebrate the day as their yearly festival spectacle.

YLVÝR

Ylvýr's Feast *(16 Ilvin • Spectacle)*: a feast to prepare for winter.

Night of Ylvýr's Rest *(30 Ilvin • Solitary Prayer)*: a yearly festival which followers perform individually as solitary prayer; a deep contemplation of winter's rest.

ZÂRENOR

Zârenor's First Gift *(6 Nolus • Oration)*: a celebration of the gift of the spoken word.

Zârenor's Second Gift *(6 Savor • Oration)*: a celebration of the gift of the written word.

Zârenor's Third Gift *(6 Navek • Oration)*: a celebration of the gift of insight into the arcane.

ZIÉM

Night of Golden Twilight *(15 Azura • Solitary Prayer)*: the festival of the same name in the Siem religion of the West Venarian pantheon (page 342). A majority of the Emhle (65%) are followers of Siem (also spelled Ziem in Emelan). They celebrate the world of beauty and order inspired by Siem, rather than worship the god directly.

ORDEALS

All Covenant religions share the Pilgrimage to Abrelyn ordeal. There are many others associated specifically with each religion—two are given as examples.

NATURAL MYSTERIES

Type: Substantial Trial
Devotee: Follower of Ziem

The Natural Mysteries are ancient secrets about the ordering of life, attributed to Ziem when he roamed Kethira. Such order includes the (apparent) boundary between the physical and spirit worlds—but, more importantly, the call to overcome this very division. Followers of Ziem study the Natural Mysteries by achieving Spirit Immersion during an astral journey (page 296).

Feat: complete Spirit Immersion with Principle or Place Energy.

ORDER OF THE ELDEST ONES

Type: Great Trial
Devotee: Circle II Follower of Ylvyr

A subset of Covenant worshippers of Ylvyr monitor the ether-corporeal Da Anchen. To gain admittance, one must face such an 'Eldest One' personally.

Feat: drive off a Da Anchen from its assault in a Lucid Nightmare (page 395).

PILGRIMAGE TO ÁBRELYN

Type: Substantial Pilgrimage
Devotee: Émhlè Covenant member

Settled Emela seek admittance in the Covenant by undertaking pilgrimages to Abrelyn citadel. These long treks usually require guidance from Emhle wardens.

Feat: an Emhle guide leads settled Emelan pilgrims to Abrelyn without the loss of life. Both guide(s) and pilgrims benefit from completing the Ordeal.

RITUAL DEVOTIONS

CONSECRATION

Circle: Clergy III

Clergy of Circle III or higher learn the Ritual Devotion to bless locations and objects, turning them into Sacred Ground and Sacred Objects. See Consecration (page 320).

EXORCISM

Circle: Clergy II to IV (varies)

Emhle of some Covenant religions learn the Ritual Devotion to help victims recover from possession and the Shadow. See Exorcism (page 320).

RELIGION	CIRCLE	RELIGION	CIRCLE
Beóna	II	Ylvýr	III
Elarána	IV	Zârenor	III
Úlana	IV	Ziém	II

SERENITY

Circle: Clergy II to IV (varies)

Emhle of the Covenant religions listed below learn a special Ritual Devotion to stiffen a person's resolve when facing aberrant horrors.

RELIGION	CIRCLE	RELIGION	CIRCLE
Beóna	III	Ylvýr	II
Elarána	IV	Zârenor	III
Úlana	IV	Ziém	III

Performing *Serenity* follows the standard Ritual Devotion routine (page 318) with the following changes:

	RITUAL DEVOTION ROLL
S	Willing recipients may reduce the effect Aberrance has on them by an ABE amount equal to the Circle of the character performing the devotion. Either the performer or target must spend 1 Piety. This same person may spend 1 more Piety to increase the ABE reduction by 1.
CS	As for Success (S), except no Piety must be spent. Either the performer or target may optionally spend 1 Piety to improve the ABE reduction by one.

SUMMONING

Circle: Circle IV

The rare followers of Garanik, Mordar, and Vanaer who attain Circle IV can summon Fire Elementals, the Shadow, and Gytevsha, respectively. The Covenant proscribes the practice, but dark folklore around such rites persists. Such a high priest must have the appropriate Summoning skill, and then follows the routine in Ritual Summoning (page 346), except where noted here.

Gáranik: the step [1] event is solitary prayer of the Covenant ceremony on the 8th of any month; the associated spell is as for Convoke (page 226).

Môrdar: the step [1] event is solitary prayer of the Covenant ceremony on the 13th of any month; the associated spell is as for Shadow Summoning (page 347).

Vanáer: the step [1] event is solitary prayer of the Covenant ceremony on the 30th of any month; the associated spell is as for Gytevsha Summoning (page 347).

Ritual Summoning

Legends often mention shadowy gates to dark places, through which fell, otherworldly monsters come.

While Pvarism is the most common arcane tradition on Kethira, it is not the only one. The three widely outlawed religions of Agrik, Naveh, and Morgath teach their more learned priests the arcane skill of Summoning.

SUMMONING SKILL

Summoning is an Esoterica Group skill with an Aura and Eloquence skill base. Each religion's version is its own, separate skill, available only to clergy of a certain minimum Circle: *Gytevsha Summoning* (Naveh IV); *Shadow Summoning* (Morgath III); and *V'hir Summoning* (Agrik IV).

While summoning is arcane spellcasting, it does not use the Form–Principle model of Pvarism. Instead of bodily channelling Principle energy, a summoner taps Gateway forces to send a request to a specific ethereal entity. Such a call demands precise articulation on the caster's part. The slightest confusion or gaff wrecks the spell and can expose the summoner to the cosmic horror.

If properly formulated, the request is then arcanely sent to the spirit world. Such transmission is akin to telepathy and manifests by way of 'mental' Barasi Points. For Navehan and Agrikan missives, the target entity is a demonic spirit who still might yet resist. With Morgathian castings, the entreaty for the Shadow goes through an intercessor, such as Klyss the Necromancer, who then allows or denies its release.

Ritual summoning is not a demand but rather an accord. The summoned *agrees* to come or is *given* to the summoner—there is no coercion. As the specific spell descriptions attest, even such agreement is tenuous and not proof against the summoner suffering grave trauma.

Summoning

In Pvaric spellcasting, the mage creates a Form and then fills it with Principle, the channelled ethereal energy that triggers the spell effect. The model for Summoning is different. Here, summoners carefully *formulate* their request and then harness Gateway forces to *transmit* the message to the desired entity in the astralscape, who still might deny the summons.

Priests follow four steps to attempt ritual summoning.

[1] Religious Event: the priest must lead and complete a specific ceremony of the associated religion, as explained in the spell entries (page 347). When the ceremony ends, the priest tests **Ritual** skill on the RITUAL DEVOTION ROLL table (page 319) to determine the priest's Piety expenditure. A failed test here (CF or F) ends the Summoning routine.

[2] Summoning Roll: after the ceremony and a successful Ritual Devotion Roll, the priest begins the summoning spell, testing **Summoning** skill at the end of casting Time.

Trauma: all types of fatigue affect the summoner's test. Anything that breaks concentration (page 182) prevents it altogether (all other impairment has no effect).

	SUMMONING ROLL	FATIGUE
CF	**SUMMONING STRESS** Poor Formulation wrongly transmitted. Summoning fails; summoner sees the 'void' and suffers d6 Psyche Stress Levels.	20
F	**POOR FORMULATION** Poor Formulation; failed or denied Transmission. Summoning fails.	10
S	**ADEQUATE FORMULATION** Formulation made and successfully transmitted.	10
CS	**IDEAL FORMULATION** Perfect Formulation created that maximises the Transmission.	5

[3] Fatigue: the lengthy ceremony, casting time, and taxing formulation of summoning exact *weariness* fatigue (page 176) rather than the windedness of Pvaric magic.

[4] Effect: the effect of a successful summoning varies by the spell. Sometimes the summoned entity receives an opposed Spirit test to deny an otherwise successful Summoning Roll. A priest may repeat a failed summoning, but the requisite ceremony only occurs once per month on a specific day.

Summoning Index: the entries on the next page use the same SI abbreviation as found in the Pvaric spell entries—here, for the specific Summoning skill Spell Index.

GYTÉVSHA SUMMONING

The caster summons a single demonic servant of Naveh at the end of *Dezenaka*, the monthly high ceremony. At spellstart, the priest selects a Devout Shade or one of the three types of Lesser or Greater Gytevshai (pages 396–397).

With successful spellfire, the outcome is determined by opposing the caster's **Summoning** test with a **Spirit** test made by the chosen demon (break ties):

	OPPOSED SUMMONING–SPIRIT TEST
1	The demon enters Spirit Conflict (page 296) with the summoner for duration, trying to inflict its most severe type of trauma.
★	Tie: the demon resists—summoning fails.
★ 1	The demon is summoned and controlled by the caster for duration.
2	The demon is summoned and controlled by the caster for double duration.
3	The demon is summoned and controlled by the caster for triple duration.

The results are in addition to those of the Summoning Roll table on page 346.

A summoned Navehan demon does not incarnate a shape in the physical world. The spirit instead appears in the astral locale that corresponds to the summoner's location. As a 1-turn action, the summoner may attempt *Spirit Communing* (page 295) with the demon, which begins with Unpopular Estrangement. When successful, the priest can command it to take Spirit actions (page 294), such as Roaming to and Sensing other astral locales, and Roaming back to the summoner to 'report' through another Communing. Such interaction lasts for duration or until the demon is dissolved.

If the summoner has perceived another character's True Form, then a successful Spirit Communing can command the demon to assault the target. The priest telepathically shares the target's True Form during the successful Communing command; the demon then takes Spirit actions to roam to and assail the victim with its demonic powers.

Without having perceived the victim's True Form, the summoner must be in the physical location that corresponds to the target soul's astral locale. The priest can then use the Spirit Communing test to command the demon to Sense on its own the True Form and assault the target.

Time: 10 minutes
Duration: SI rounds (or dissolution)

SHADOW SUMMONING

The caster summons the Shadow at the end of *The Degrees of Nyardath*, the Morgathian high ceremony. The amount of Shadow Strength (SHA) summoned depends upon the Nyardath group to which the priest belongs:

NYÂRDATH GROUP	CIRCLE	SHA
Shádath	III	1
Húldath	IV	2
Ámaldath	V	3
Vâredath	VI	4
Ûrkandath	VII	5

A CS Summoning Roll doubles the SHA amount. At spellfire the caster distributes the summoned SHA in any combination among the following three target types.

Dalmôrvrin: each point of SHA applied to a Dalmorvrus within SI × 5 feet and LOS extends its thresholds of decomposition by the base amount (page 69). The SHA only affects those with up to Partial decomposition. Each point of SHA is 'used up' once applied—it does not increase the Dalmorvrin's SHA 0 score, but simply delays its decomposition.

Object: each point of SHA applied to an object within SI × 5 feet and LOS causes it to exude the Shadow of Bukrai for SI days. This has the usual effect against anyone nearby, including the summoner (page 377). Morgathians favour stone altars and sarcophagi, but they may target any object that weighs at least one pound.

Self: each point of SHA summoners apply to themselves automatically transforms into one Shadow Stress Level, but there is no Shadow Resistance roll. The priest enters Shadow Recovery, which can lead to Facing the Shadow (page 378).

During recovery from the Shadow so inflicted by the summoning, the priest gains the *Shadow Control* power. This grants command of Dalmorvrin.

Summoners who are themselves Amorvrin instead increase their own SHA by the amount of SHA applied. This summoned SHA has a duration of SI days, during which time the Amorvrus gains the Shadow Control power.

Time: 10 minutes
Range: Varies (see above)
Duration: Varies (see above)

V'HÎR SUMMONING

The caster summons one or more V'hiri, the demonic servants of Agrik. The casting takes place at the end of the High Ceremonies of the *Balefire Disciplines*. At spellstart, the priest specifies the type of V'hir summoned, from among the 2nd to 8th orders (page 399).

Casters may summon a number of demons whose sum total of their Spirit Indexes does not exceed the mage's Summoning Index. For instance, a caster with Summoning Index 7 could summon up to three 8th order V'hiri (Spirit Index 2 each). The same casting may not summon V'hir of different orders.

With successful spellfire, oppose the **Summoning** test with the demon's **Spirit** test (break ties). When summoning multiple V'hiri, one Spirit test of theirs applies to the entire group:

	OPPOSED SUMMONING–SPIRIT TEST
1	The demon tries to kill the summoner. Its incarnation lasts d6 × its own Spirit Index in rounds, or until destroyed.
★	Tie: the demon resists—summoning fails.
★ 1	The demon is summoned and controlled by the caster. Duration is Index rounds.
2	The demon is summoned and controlled by the caster. Duration is Index minutes.
3	The demon is summoned and controlled by the caster. Duration is Index × 5 minutes.

The results are in addition to those of the Summoning Roll table on page 346.

Summoned V'hir incarnate in the physical world for duration or until dissolved. They first appear within Index × 10 feet and LOS of the summoner. As a 1-turn action, the summoner may test **Command (Surikal)** to issue instructions to it or to the entire group:

- The command must be made verbally in *Surikal*, the Agrikan temple tongue.
- The summoner must be audible and within SI × 30 feet of the demons.
- V'hir offer an Unpopular Estrangement (–10 penalty to Command tests).
- A Command CF lowers Estrangement to Hostile (–20 penalty). A Command CF *while* Hostile makes the V'hir attack the summoner—control is lost for duration.
- A Command CS raises Estrangement by one level, to a maximum of Accepted.

Time: 10 minutes
Duration: Varies or until dissolved

ADVICE & OPTIONS: THE MYSTERIES (1 OF 2)

This section gives advice and options on the Mysteries, most importantly explanation of the Concordat Principles and how they inform miracles.

CONCORDAT PRINCIPLES

The Concordat of the Illimitable Tome sets out the divine rules governing the Lesser Gods. What follows is a brief summary of its core principles (see the publication *On Divinity* for more details).

Duress: gods cannot force mortals to become devout.

Ineluctability: mortals cannot comprehend divine purpose.

Least Action: miracles are usually expressed in the mortal world with the least amount of mundane impact.

Natural Force: miracles almost always must be explained by the mundane actions of folk or by natural phenomena.

Preservation: gods do not initiate action directly or by proxy that might destroy Kelestia (reality).

Privacy: gods do not provide for their devout unlimited access to the secrets of their enemies.

Proxy: gods do not act directly against one another.

Purity of Soul: gods do not modify the personalities of mortals in order to make them devout.

Reaction: for each miracle that works against the interests of a god, there may be an equal and opposite one to balance it.

Response: except in special circumstances, miracles happen only when requested by the devout.

Revelation: gods do not reveal cosmic knowledge to mortals.

Self-interest: gods do not have to act against their own interests.

Temporality: gods can never modify the past.

Transpotence: gods are not omnipotent, but they do have power beyond mortal folk's understanding.

Unwitnessed Transgression: if a god transgresses unobserved against the Concordat, then no transgression has occurred.

Veil of Faith: the faith of mortals is founded on the gods not directly appearing or clearly demonstrating their existence.

MIRACLE REQUESTS

Of all the Concordat Principles, the following five raise the most common strictures to granting or manifesting miracle requests.

Least Action reduces the mundane impact of a miracle as much as possible. This principle is why rare, dramatic, but otherwise natural events, such as a sudden meteor shower, are usually avoided.

Natural Force prevents bizarre phenomena but not extraordinarily coincidental events—as long as the miracle is plausible in the near term. A miracle to meet the king would be answered if the requester were in the same town but likely not if hundreds of miles away.

Privacy denies the secrets of the requester's 'enemies'. This principle also prevents miraculous mind reading, whether the subject is an adversary or not—*What is the mage thinking* or *Is the guard lying*?

Revelation does not allow mortals access to 'cosmic knowledge' such as *Who were the Earthmasters*? This also prevents sudden insight, however mundane the information—*Who killed the guildmaster*?

Veil of Faith keeps the gods from directly revealing themselves. This does not extend to entities summoned in their name. The V'hiri are quite real, but their appearance does not prove Agrik's existence.

CONSONANCE OPTIONS

Consonance (page 209) governs how strongly a character's Aura bonds with objects, an effect similar to the more active Attunement. A rule that refers to 'half Spirit ML pounds' of gear/objects implies such Consonance even when the term itself is not mentioned.

Consonance is involved mostly in Gateway transferral, various arcane spell and elixir effects, and artefact creation. For characters whose bodies transfer, dematerialise, or are greatly altered (like from the Meld spell), objects that exceed their Consonance weight limit are simply left where the body had been, subject to gravity (a rejected worn plate helm would fall to the ground, for instance).

Consider these optional modifications to the Consonance rule:

- Increase the weight limit formula from half to full Spirit ML.
- Allow the affected character volition over which objects are affected, especially under absurd circumstances. For example, characters may discount an unwanted bucket thrown over their heads right before stepping through a Godstone—its weight would not apply against the limit figured by half (or full) Spirit ML.
- Require a lengthy designation before objects can be affected, perhaps requiring a Spirit test akin to Proximate Attunement after a meditative period (one hour, for instance). Objects not so designated would not be affected, regardless of the weight limit.
- Objects rejected when a character passes through a Godstone are instead 'stored' by the Godstone, retrieved only upon returning back to this initial Godstone as a destination.

CONVOCATION DEGREE OPTION

Convocation Degree (page 200 sidebar) ranges from 0 to 4. Alter these to increase the difficulty of learning and casting spells. For example, perhaps Primary through Neutral remain the same (0, 1, 2), but Tertiary increases to 4 and Diametric becomes 6.

FATE & AURA OPTIONS

- If the Fated Test has an EML05 or less, only successes (S or CS) on this initial test allow for a subsequent Fate Roll. Thus, wildly improbable actions cannot routinely succeed through Fate Rolls.
- A PC may make a Fate Roll (Combat Sunsign Modifier) to adjust inversely an *attacker's* missile test. For example, a Fate Roll Success *reduces* the missile attack by one Success Level at the cost of 1 FP.
- Test Aura ML as a measure of pure luck, even opposed against other's such luck (*who among the PCs is struck by the falling brick*...).

GATE SPELL

The GM dictates the location of Barasi Points with regard to the Gate spell (page 252). Thus, in the *Capture* version, the GM retains narrative control over just where destination filaments appear. Mages likely have been consulted during the construction of castles to assure none are detected terminating within or near their confines.

GODSTONE OPTION

Characters who have perceived the True Form of another may set the destination of a Godstone to within a foot of that 'target'. The usual Gateway Destination Modifiers apply (page 155), including a special –20 True Form penalty plus the target's Aura modifier. For example, such a perceived target with an AUR12 (+5 modifier) contributes –15 penalty to the –20 Open Space and, likely, –20 Experience penalties.

INCANTING FATIGUE OPTION

To make spellcasting and talent invoking more taxing, change the fatigue caused by incantation from *windedness* to *weariness* (page 176). Thus, while the amount of fatigue accrued at spell- or talent-fire does not change, the time to recover from it increases. Even 10 windedness fatigue can be reduced in 20 minutes; however, 10 weariness fatigue remains in part through the next full night's sleep. This optional rule enhances the role of artefact Founts and other fatigue-sharing strategies.

- As a less harsh but still flavourful option, such weariness fatigue only occurs from spell or talent misfire (CF). That accrued from failure (F) and successes remains windedness fatigue.

NPC GRACE

GMs could assign Grace to NPCs, but, since miracles usually manifest mundanely, any expression of it will likely have already taken place throughout the course of an NPC's life. For instance, the rise to power of a certain villain may have included the effect of a miracle—but that has already transpired, subsumed into whatever mundane narrative has led up to the villain's stature in the game.

Also note that NPCs already benefit from a certain 'grace'—the GM's ability to alter *any* NPC's story by mere fiat. The GM can even insert Uncanny Miracles extemporaneously, making record-keeping of mundane expressions of Grace somewhat redundant.

RELIGION CHURCH LANGUAGES OPTION

While clergy perform ceremonies in local languages their followers understand, many religions also employ special church languages in official correspondence. Add to each Priest suboccupation the following Language SM4 and Script SM4 skills, except where noted:

RELIGION	CHURCH LANGUAGE	CHURCH SCRIPT
Ágrik	Zâkimladal	Ayâran
Haléa	Karéjian	Ayâran
Ilvîr	Bay Járin*	Runic*
Laráni	Eméla	Lakíse
Môrgath	Ôrmauk†	Nùvesârl†
Navéh	Dálken	Nerámic
Peóni	Eméla	Lakíse
Sárajìn	Ivínian	Runic
Sávè-K'nôr	Zâkimladal	Ayâran
Siém	Sináin/Kúzhan	Selénian/Khrúni

**Not universal to the church, but common to Ilviran scholars on Hârn (page 425).*

† Already developed as the secret language and script; no additional DP received.

SPELL ML DEVELOPMENT OPTION

Usually mages only develop Pvarism ML, through either Experience Points or Skill Development Rolls (page 413). Instead, rule that *each* Spell ML increases *only* through SDR awards from actual casting (+1 ML per SDR success). Pvarism ML is increased only through the three monthly SDR awards (or through XP). Convocation ML and *newly researched* Spell ML are derived, as usual, from Pvarism ML.

SPELL RESEARCH OPTION

Completing spell research usually takes between one to two months, varying by spell difficulty. Before the spell becomes known in this way, allow mages to cast a 'rudimentary' version of the spell after merely 10 +1d6 + DIF×5 days, but only by referencing their grimoire throughout casting time. This is similar to the Grimoire option explained in the page 201 sidebar, except there is no +10 bonus and the spell has an ML equal to half of what it would have after full completion of the research. Suffering Crucial Misfire while so casting means all the current days of research are lost—the mage must start anew.

SPELLCASTING CLERGY OPTION

Consider including esoterica as unique Ritual Devotions taught to high-Circle clergy. While modelled on Pvarism, each such spell would be its own skill started at SM2 once the given Circle is attained. To perform, clerics begin a 1-round prayer action on their IR, and then make the Ritual Devotion Roll (step 4, page 319) as a 1-turn action on the next IR, expending 1 Piety if called for. If the Ritual Devotion succeeds, they must enter the Spellcasting Routine on the third IR (page 200). When made, the Casting Roll is a test of their given spell-skill, but all fatigue accrual is weariness rather than windedness.

***Darkness** (Naveh Circle IV): functions like Shadow (Odivshe II).*

***Halea's Voice** (Halea Circle IV): functions like Suggestion (Savorya VI).*

***Mutation** (Ilvir Circle IV): functions like Mask (Neutral V), except the effect of Success (S) can include other body parts* (lengthening a finger); *CS can include more bizarre, random results* (growth of a tentacle).

***Searing Hand** (Agrik Circle IV): functions like Elemental Bolt (Fire).*

***Tongues** (Save-K'nor Circle IV): functions like Converse (Neutral IV).*

***Withering** (Morgath Circle IV): functions like Wasting (Fyvria IV).*

UNCANNY MIRACLES

The five principles listed on the previous page under Miracle Requests are the usual sources of the rare transgression against the Concordat called Uncanny Miracles (page 311). Even when occurring, uncanny miracles could still be subtle, such as the halo of crimson light surrounding Sir Toneld the Virtuous in the example on page 312. By contrast, some GMs may prefer to include quite dramatic miracles otherwise denied, such as, indeed, extraordinarily timed meteor showers and earthquakes. It might also be appropriate for especially strange miracles to inflict Psyche Stress on witnesses.

Even when including the possibility of such overt miracles, GMs should keep in mind that *requesters can absolutely never **dictate** the specific way miracles manifest*, whether they are mundane or uncanny. Such volition is the very foundational difference between the esoteric and the divine. The gods/aspects always control a miracle's guise.

VESSEL SPELL DURATION OPTION

In order to highlight even more the mage's own crafting skill in step 2 of the Minor and Major Artefact Creation sequences (pages 257–258), change Vessel spell's artefact Duration to the following:

OBJECT	VESSEL ARTEFACT DURATION
Obtained	Temporary (CS Indefinite)
Crafted in consort	Indefinite (CS Indefinite or Permanent, caster's choice)
Crafted	Temporary, Indefinite, or Permanent (caster's choice)

A Temporary Duration equals SI × 5 days. If Dispel (Neutral II) is successfully cast on the Vessel spell of such an artefact, Vessel and all enchantments are removed. The mage who created the artefact may also *cancel* its enchantments, just like for an Indefinite artefact (step 6, page 257). If so, the Vessel spell remains in effect if there is still any time left on its Duration.

Otherwise, the Vessel spell ends after SI × 5 days Duration, which removes all enchantments. Mages may then use this now mundane object as an Obtained object to create a new artefact.

CHAPTER 7

Bestiary

THE APERAGRIS, MASTER OF THE High Discipline, clutches with his left hand the chain around the waist of a wretched man who teeters at the edge of the octagonal pit. The grip prevents the captive from plunging into its blackened depths, but the gouts of infernal heat rushing up have blistered and scorched his face and bare chest. One arm hangs limply, broken and twisted backwards at the elbow, and blood streams from torturing cuts to his throat. The Aperagris raises a steel mace in his other hand and shouts in Surikal 'Release!', and so he does—and the chained man falls headlong into the pit, not conscious enough to scream.

From the circle of swaying priests around the edge of the chamber, a high priest—the Viriahn—now strides forward and begins a loud and discordant chant in the ancient tongue Zakimladal. He stops at the pit, and bellows a tearful and angry exhortation for many minutes. Sweat pours from beneath his lacquered helm, but the scales of ornate armour deflect the heat.

A wispy smoke appears in the pit and slowly rises in strange curls. It gradually collects into a thick mass, stretching to the room's stone ceiling in defiance of the scant breeze. Within its inky centre two small red spots materialise—two eyes, then clearly the fiery visage of a creature made of hardened magma. It appears suspended in the black smoke, with two scalloped wings slowly flapping, keeping it bizarrely afloat. After a final hoarse shout, the Viriahn collapses to hands and knees, and a second cloven-hoofed beast appears, awaiting command alongside the first.

KÈTHÎRAN FEATURES

Kethira is home to a variety of creatures, spirits, and strange forces. Detailed here are the most prominent types found in northwest Venarive:

Animals........page 354
Elementals........page 358
Folk........page 363
Gargun........page 369
Ivashu........page 372
Morvrin........page 377
Mythic Creatures........page 385
Spirits........page 393

These eight categories are organised alphabetically, each with an overview explaining characteristics common to the type. Specific entries within each category provide further unique game data and descriptions.

This and the following two pages also describe rules that can apply generally to many entities, such as *Aberrance*, *Body Locations*, *Creature Size*, *Flying*, and *Scent*.

Aberrance

Some entities are so strange or horrific that they induce a Fear Roll when encountered. These entities are said to have Aberrance (ABE). Ivashu, Morvrin, and many Spirits have an ABE score, usually shown in their Attributes table. See page 187 for effects and page 401 for other options.

Body Locations

The 10-zone Body Location table in the Injury Sequence (page 167) is keyed to a human-sized target. Many creatures have unique tables to reflect their own size and physiology. See the box, below.

Animal Tables: domesticated and wild animals have shorted Body Location tables, identified by a *letter code* in their respective entries. Animal Armour Values across the four aspects remain the same in all locations. For example, a palfrey horse has AV B5 E4 P2 F4 in all its locations, which are given in Table Ⓒ (page 355).

Eyes: if using the Face Location option (page 133), no creature listed here has AV for its eyes.

BODY LOCATION TABLES

COLUMN HEADERS

ZN: Zone Number. In these examples, the Vlasta has one ZN in each of three zones (demarcated by brown lines); the Aklash has 16 ZN in four zones. The highest numerical ZN is also the number used in adjudicating Overruns (page 353)—a Vlasta has 3 ZN; an Aklash has 16 ZN.

LN: Location Number (default d10); each 1–10 spread is keyed to a single zone.

LOC: the Location struck according to ZD and d10 Location Die rolls (see the bottom of page 355 for abbreviations). When a limb or wing is struck, determine which side by referring to the odd/even result of the d10 LD or some other roll.

B · E · P · F: the four Strike Aspects—Blunt, Edge, Point, and Fire/Frost.

SHOCK: the Location SHK; used in step 4.1 of the Injury Routine (page 169).

SYMBOLS

[1] **Zone Reach Penalty**: the reduction to weapon RCH when human-sized *melee* strikers aim at a ZN in the given zone (page 167).

Ⓐ **Aim**: default Aim for human-sized *melee* strikers against taller targets can be any ZN within a zone marked by the Ⓐ symbol, such as the Aklash's ZN3–12. Aiming for any other ZN induces a –10 test penalty (page 167), such as the Aklash's ZN1, 2, 13, 14, 15, or 16.

VLÁSTA

ZN	LN	LOC	B	E	P	F	SHOCK
1	1–6	HD	–5	–2	–2	–3	◍❺
	7–8	NK	–4	–1	–1	–2	●❺▽
	9–10	ARM	–6	–3	–3	–4	○❷▼
2	1–10	TRS	–4	–1	–1	–2	●❹
3	1–5	LEG	–5	–2	–2	–3	○❸▾
	6–10	TL	–5	–2	–2	–3	❶▾
TAR 1					AREA AV:	–3	❻

ÁKLASH

ZN	LN	LOC	B	E	P	F	SHOCK
1–2 [1]	1–8	HD	9	8	7	6	○❹
	9–10	NK	10	9	8	7	●❺▽
3–6 Ⓐ	1–5	UA	10	9	8	7	◍❸▾
	6–8	LA	9	8	7	6	○❶▾
	9–10	HA	8	7	6	5	❷▼
7–12 Ⓐ	1–5	TX	11	10	9	8	◍❺
	6–8	AB	12	11	10	9	●❹
	9–10	PV	11	10	9	8	◍❹
13–16	1–5	UL	10	9	8	7	◍❸▽
	6–8	LL	9	8	7	6	○❶▾
	9–10	FT	8	7	6	5	❷▾
TAR 2					AREA AV:	7	❻

TARGET RATING

The creature's Target rating (TAR), used in the target count of errant missile attacks (page 164).

ARMOUR VALUES

The creature's Armour Values (AV) in each of the four aspects (B·E·P·F), varying by location. Armour Value reflects the type and thickness of the hide as well as the creature's mass.

Negative AV: since AV is subtracted from strike impact (page 167), a negative AV logically increases it. In the VLÁSTA table shown here, a strike impact of 4P to the Arm would deliver an effective impact of 7 [4+3=7].

LOCATION SHOCK

The SHK numbers in *black circles* are used in step 4.1 of the Injury Sequence (page 169). The higher the SHK, the more painful and debilitating the injuries are.

INJURY SPECIAL EFFECTS

Shaded circles and triangles indicate possible *Bleeding* and *Amputation* (page 168). Strength scores of creatures in the Bestiary are considered average relative to their own sizes, so all their Bleeding Rolls test ML50; and all their Amputation Rolls test ML30 (▼), ML50 (▾), or ML70 (▽).

AREA AV AND SHOCK

These two numbers are the creature's Area AV and Location SHK when struck by Area Frost or Fire impact.

Creature Size

Creature body size can dramatically affect encounters. See Advice & Options (page 401) for additional discussion.

Armour Value: a creature's AV reflects the material and mass of its body. Extremely tiny creatures likely have negative AV (see Negative Impact, below). Conversely, giant creatures have a higher AV than their hide might indicate, a reflection of greater mass.

Eluding: small creatures have fewer body zone numbers than larger ones. A warrior thrusting a d8 ZD spear at a Vlasta with only 3 ZN could succeed on the opposed Melee test but end up missing the small creature if the spear's Zone Die roll is not 3 or less. Such *eluding* could also happen when a Mature Dragon's d12 ZD claw strikes a smaller, human target that has only 10 ZN.

Mighty Strike: attackers with STR at least 10 points above a target's STR receive a free Press Roll when they roll a S or CS on their Melee test against a target who Blocks or Counterstrikes, even if the target wins the opposed roll. Such mighty strikes apply to all weapon types, except bites, grabs, and any the GM deems inappropriate (whips).

Negative Impact: small creatures likely have an Impact Die with a negative modifier. When generating strike impact, retain a negative impact result until the application of AV, since negative AV may very well turn the impact positive.

***Example**: the claw of a domestic cat does but d8–7E impact. Against a warrior in even just clothing, this usually inflicts no injury. Against another cat with AV–4 versus the edge aspect, injury is more likely. For instance, a cat's d8 impact roll of 4 generates –3 strike impact; but the target cat's AV–4 increases this to effective impact 1 and thus an M1 injury (–3 + 4 = 1).*

Overruns: at any given moment of their turn taking the Move or Charge action, creatures may ignore the Engagement Zones and occupied space of opponents whose sum total of body zone numbers (ZN) is less than theirs. For example, a horse (20 ZN) can ignore at any given moment the EZ and occupied space of one human (10 ZN), but not two or more. Larger creatures may 'overrun' the EZ/space of these smaller creatures without their turn ending. They may even continue moving *after* the overrun, if any of their movement remains, and regardless of what happens to the opponents.

Reach: the effect of a creature's size is already included in its weapon reach, from the very small Vlasta (–2 reach) to the very large Old Dragon (+6 reach). The nature or shape of natural weapons can also modify reach—the long necks of dragons give them an extra +2 reach, for instance.

Strength Impact Modifier: the modifier from the table on page 97 has already been applied to all pertinent creature data. This includes adjusting a creature's Armour Value, reflecting body mass, as mentioned above.

Flying

Creatures capable of flight have a dedicated flying Move (FLY). The same movement rules of the Combat Routine apply to flyers, except where noted here.

Diving: flyers can attain a double Move in a dive. Striking a target after a dive increases impact (page 354 sidebar).

Slow flying: the slowest forward flying rate is a half Move, independent of circling routes and wind current effects.

Stumble Rolls: flying creatures that fail a Stumble Roll must reduce their Move rate at the start of their next turn (double to full; full to half). Failing a Stumble Roll at the half Move rate means they lose altitude equal to half Move.

Walking: a flyer has a grounded (walking) Move equal to one-tenth its flying Move (if not otherwise given).

Wing Injuries: Minor and Serious wing injuries affect all Impaired tests and Move. One Grievous wing injury forces flyers to ground (two means they fall).

Scent

Many creatures have an acute ability to recognise scents, some in exotic ways (snakes analyse the chemicals of smells through an organ in their tongue). Such ability is measured by *Scent Index*, as given in the SCENT column of the animal tables or alongside the physical Attributes in a stat block (SNT). Scent Index has two applications.

Tracking: the creature may stalk prey by making an Awareness Success Value test and adding Scent Index to the SV. The result is applied to the TRACKING table on page 147. Each SV beyond 9 raises the Spoor stars by one.

Surprise: when testing Awareness in opposition to another's Stealth, the creature may add its Scent Index to the resulting *victory steps* when *downwind* of the other. The benefit is lost in Windforce 3 or 4 (gales and storms).

Special Trauma Conditions

Some creature attacks inflict an Indefinite condition, like paralysis. After each given Healing Period (HP), the victim tests **HB × HR** on the EXPOSURE HEALING ROLL table (page 185). When HR rises to 6, the condition is removed.

Weapon Defence Options

In the entries throughout the chapter, the Defence Options allowed by a creature weapons are implied by how the corresponding *Defence EML* (DEF) are displayed:

EXAMPLE	DEF	DEFENCE OPTION EXPLANATION
HANDAXE	60	Block and Counterstrike, both EML60.
PUNCH	60|70	Block* EML60 | Counterstrike EML70.
BITE	· |70	Block not allowed | Counterstrike EML70.
DODGE	70	Dodge EML70 (Dodge defence uses its own skill).

* Beasts rarely attempt Limb Blocks (page 106) with Punch/Claw weapons.

Animals

The largest number of beasts on Kethira are the myriad forms of animals, both domesticated and wild. They populate all continents and thrive in most climates.

Domesticated Animals

Societies raise creatures for food and work but also as pets. Below is a sample of such domesticated animals found throughout northwest Venarive. See the Animalcraft skill for how to train them beyond the base MLs given here.

BOVINE

A wide range of herding animals, such as cattle, bison, and buffalo. Folk train them to pull ploughs and wagons (for instance, oxen) or use them for dairy products and meat.

CAMEL

Work animals native to Hepekeria, capable of great endurance (but lower REA and CRE by 2 when training). The mounted combat RCH penalties go to –2 (page 172).

CAT

Small pets and pest-controllers. Cats come in a variety of sizes and colours; folk often associate them with esoterica.

DOG

Trained canines come in many varieties for many uses, three of which are highlighted here.

Ratter: small, tenacious dogs trained for pest control, able to crawl through tight spaces (*terrier*).

Hunter: medium-sized dogs used in tracking and hunting (*greyhound*, *wolfhound*, *bloodhound*).

Guard: large breeds used as attack dogs (*mastiff*, *molossus*).

HORSE

The various members of the horse family are greatly prized throughout almost all cultures of Venarive.

Donkey: small, stubborn descendants of wild asses; they lower their handler's Control TN by 1.

Pony: a small horse of one of many different breeds; several cultures train them as swift and sure war mounts.

Mule: the offspring of a donkey and horse; they have a bonus –20 ENC modifier but lower Control TN by 1.

Palfrey: a medium-sized horse used as a riding, cart, or plough horse. The latter two, also called draught horses, have Move 110 rather than the riding palfrey's listed 130.

Courser: a swift medium-sized horse often trained for the hunt or as a light warhorse.

Charger: the standard horse bred and trained for war.

Destrier: a large ferocious horse bred for battle and to bear the weight of a plate-and-mail-clad warrior.

RAM

A male sheep or goat. The latter have STR 14 (–1 to AV and impact); females reduce STR by 4 (–2 to AV and impact).

ANIMAL SPECIAL ABILITIES

Clench: after a successful bite, the creature can make an opposed d6 + STR roll. If successful, the bite remains clenched. Clenched bite strikes receive +20 bonus, and successes always hit the clenched location. The animal has +2 STR bonus to resist rolls to break the clench.

Constrict: the snake usually drops from above and makes a Bite (clench) attack. With the next strike or counterstrike, it coils with a Grab (Hold) attack—a TA with which means it also pins the target's arms.

Constricted targets make a Shock Roll against SHK6 (torso) or SHK7 (head) on the snake's turn if the grab has been maintained. If rendered UNC, targets die from cardiac arrest on their next failed Shock Roll. Coiled targets whose arms are not pinned may attempt Grab (Break) attacks to escape.

Dive: increase impact by 5 on a successful Talon strike that accompanies a flying Charge action.

Gore: increase impact by 4 on a successful Tusk strike that accompanies a Charge action.

Rider Impact bonus: bonus to rider melee impact from movement listed in parenthesis after MOVE (page 355).

Poison: virulence and course vary by species from HR4 (10 hr) to HR3 (10 min) to HR2 (1 min); see page 186.

Trample: the creature can make a Kick attack against a prone target it moves over. One trample can be made during a Charge, Move, or Barge. The LOW AIM trait does not apply, and such a trample is not considered an action (a second trample could be the Charge's attack).

MOUNT STUMBLE ROLLS

Failed mount stumbles inflict d10 + 0B strike impact to a random location (Stumble CF +5 impact). Leg injury treatments have the Healing Rate (HR) reduced by 1 (M), 2 (S), or 3 (G). Adjusted HR2 or less means the mount's leg will not mundanely heal on its own.

Riders thrown from a mount suffer a *fall* of d10 – 2B impact to one location (d10 ZD), plus 5 at a full or double Move—resolve using the Falling Routine as usual (page 67 sidebar). Deliberately dismounting from a mount going faster than a half Move is a *leap*.

TRAINING ANIMALS

The ML for animals reflect base domestication (page 122). They can be trained further and controlled with the Animalcraft skill (page 65). The rules for mounted combat are in CHAPTER 5: ADVENTURE (page 172).

DOMESTICATED ANIMAL ABILITIES

ANIMAL		HT	LN	LB	SIZE	STR	END	AGL	PER	AUR	WIL	REA	CRE	MOVE	AWARE	SCENT	STEALTH	SPIRIT	INITIATIVE
BOVINE		4'	7'	1500	B	32	18	8	14	3	10	3	2	80	60	3	33	18	21
CAMEL	DROMEDARY	6'	10'	1100	B	28	14	8	18	4	14	5	6	120 (+3)	80	5	52	27	30
CAT		10"	16"	10	T	3	8	18	16	4	18	5	5	70	85	3	85	33	36
DOG	RATTER	10"	15"	20	T	4	7	13	18	4	13	6	7	90	80	5	60	24	50
	HUNTER	2'	3'	60	S	8	9	13	20	4	12	6	7	110	80	6	64	24	45
	GUARD	3'	4'	110	S	11	10	13	17	4	14	6	7	120	80	5	60	27	50
HORSE	DONKEY	4'	6'	600	L	24	13	12	18	4	12	4	5	110 (+2)	75	3	60	24	24
	PONY	4'	6'	700	L	24	10	12	17	4	11	4	4	130 (+3)	70	3	56	21	24
	MULE	5'	7'	900	B	25	12	12	17	4	12	5	6	120 (+3)	75	3	56	24	27
	PALFREY	5'	7'	1000	B	26	10	11	17	4	10	4	4	130 (+4)	70	4	56	21	21
	COURSER	5'	7'	1100	B	27	10	12	17	4	11	4	4	150 (+5)	70	4	56	21	32
	CHARGER	5'	7'	1200	B	28	11	11	17	4	11	4	4	140 (+5)	70	4	56	21	40
	DESTRIER	5'	7'	1400	B	30	12	10	17	4	12	5	5	120 (+6)	70	4	52	24	53
RAM		3'	6'	300	M	16	14	14	17	3	15	3	3	120	80	4	60	27	27

ANIMAL		WEAPONS	RCH	ZD	ATK	DEF	IMPACT	SPECIAL	DODGE	PRESS	TAR	SHOCK	B	E	P	F*	TABLE
BOVINE		KICK	2	d8	45	· |45	d6+6B	LOW AIM · TRAMPLE	33	36 RCH 2	2	51	6	5	3	5	Ⓒ
CAMEL	DROMEDARY	KICK	3T	d8	55	· |70	d6+6B	LOW AIM · TRAMPLE	39	44 RCH 2	2	42	5	4	2	4	Ⓒ
		BITE	2	d4	44	· |70	d4+4P										
CAT		CLAW	0	1	72	· |72	d8−7E		68	72 RCH 0	1	15	−3	−4	−5	−3	Ⓓ
		BITE	0	1/d6	54	· |54	d6−5P										
DOG	RATTER	BITE	0	1/d6	60	· |60	d6−4P	CLENCH	60	52 RCH 0	1	25	−1	−2	−3	−1	Ⓓ
	HUNTER	BITE	1	1	65	· |65	d6−1P AR 1	CLENCH	64	52 RCH 1	1	40	2	1	0	2	Ⓔ
	GUARD	BITE	1	1	65	· |65	d6+0P AR 1	CLENCH	60	52 RCH 1	1	55	3	2	1	3	Ⓔ
HORSE	DONKEY	KICK	3T	d6	60	· |60	d6+4B	LOW AIM · TRAMPLE	60	48 RCH 2	2	39	4	3	1	3	Ⓑ
		BITE	2	d3	48	· |48	d4+3P										
	PONY	KICK	3T	d6	60	· |60	d6+4B	LOW AIM · TRAMPLE	56	48 RCH 2	2	36	4	3	1	3	Ⓑ
		BITE	2	d3	48	· |48	d4+3P										
	MULE	KICK	3T	d8	60	· |60	d6+4B	LOW AIM · TRAMPLE	62	48 RCH 2	2	39	4	3	1	3	Ⓒ
		BITE	2	d4	48	· |48	d4+3P										
	PALFREY	KICK	3T	d8	55	· |55	d6+5B	LOW AIM · TRAMPLE	56	44 RCH 2	2	36	5	4	2	4	Ⓒ
		BITE	2	d4	44	· |44	d4+4P										
	COURSER	KICK	3T	d8	60	· |60	d6+5B	LOW AIM · TRAMPLE	60	48 RCH 2	2	52	5	4	2	4	Ⓒ
		BITE	2	d4	48	· |48	d4+4P										
	CHARGER	KICK	3T	d8	62	· |62	d6+6B	LOW AIM · TRAMPLE	56	55 RCH 2	2	65	5	4	2	4	Ⓒ
		BITE	2	d4	55	· |55	d4+4P										
	DESTRIER	KICK	3T	d8	68	· |68	d6+7B	LOW AIM · TRAMPLE	59	62 RCH 2	2	75	6	5	3	5	Ⓒ
		BITE	2	d4	62	· |62	d4+5P										
RAM		GORE	0	d2	70	· |70	d6+5B		60	70 RCH 1	1	45	3	2	1	3	Ⓐ
		KICK	2	d4	56	· |56	d6+1B	LOW AIM · TRAMPLE									

* Use the same F-impact Armour Value for Area AV (Shock 6).

Ⓐ

ZN	LN	LOC	SHOCK
1–2	1–4	HD	◍❺
	5–10	NK	●❺▽
3	1–10	FLG	○❷▾
4–7	1–6	FLK	◍❹
	7–10	AB	●❹
8–10	1–5	QTR	◍❸
	6–9	HLG	○❷▾
	10	TL	❶▼

Ⓑ

ZN	LN	LOC	SHOCK
1–3	1–4	HD	◍❺
	5–10	NK	●❺▽
4–5	1–10	FLG	○❷▾
6–12	1–6	FLK	◍❹
	7–10	AB	●❹
13–16	1–5	QTR	◍❸
	6–9	HLG	○❷▾
	10	TL	❶▼

Ⓒ

ZN	LN	LOC	SHOCK
1–4	1–4	HD	◍❺
	5–10	NK	●❺▽
5–6	1–10	FLG	○❷▾
7–14	1–6	FLK	◍❹
	7–10	AB	●❹
15–20	1–5	QTR	◍❸
	6–9	HLG	○❷▾
	10	TL	❶▼

Ⓓ

ZN	LN	LOC	SHOCK
1	1–3	HD	◍❺
	4–5	NK	●❺▽
	6–10	FLG	○❷▾
2	1–5	TX	◍❹
	6–8	AB	●❹
	9–10	PV	◍❹
3	1–5	HLG	○❷▾
	6–10	TL	❶▼

Ⓔ

ZN	LN	LOC	SHOCK
1–2	1–3	HD	◍❺
	4–5	NK	●❺▽
	6–10	FLG	○❷▾
3–4	1–5	TX	◍❹
	6–8	AB	●❹
	9–10	PV	◍❹
5–6	1–5	HLG	○❷▾
	6–10	TL	❶▼

AB	Abdomen	**KN**	Knee
ARM	Arm	**LA**	Lower Arm
CA	Calf	**LEG**	Leg
EAR	Ear	**LL**	Lower Leg
EL	Elbow	**NK**	Neck
FA	Forearm	**PV**	Pelvis
FFT	Front Foot	**QTR**	Quarter
FLG	Front Leg	**SH**	Shoulder
FLK	Flank	**TH**	Thigh
FO	Forearm	**TL**	Tail
FT	Foot	**TRN**	Trunk
HA	Hand	**TRS**	Torso
HD	Head	**TX**	Thorax
HLG	Hind Leg	**UA**	Upper Arm
HFT	Hind Foot	**UL**	Upper Leg
HRN	Horn	**WNG**	Wing

HUMAN-SIZED OPPONENTS

When both creature and human-sized opponent are upright, apply the following Aim and Zone Reach Penalty rules to *creature* strikes, by its size (page 401).

TINY (T): default Aim ZN8–10; ZN2–3 possible if human uses Unarmed Punch/ Grab to strike/ counterstrike; no other ZN is possible.

SMALL (S): default Aim ZN8–10; ZN6–7 with –10 penalty; ZN2–3 possible if human uses Unarmed Punch/ Grab to strike/counterstrike.

MEDIUM (M): default Aim ZN8–10; ZN4–7 with –10 penalty; ZN 2–3 with –1 RCH penalty and –10 penalty; no penalties for ZN2–3 if human uses Unarmed Punch/ Grab to strike/counter.

- Flying creatures can select any ZN, but grounded ones are restricted as for TINY, or SMALL (eagle).
- Larger creatures may freely select Aim ZN1, with –10 penalty for ZN2–10, unless explained otherwise.

Wild Animals

The variety of wild animals throughout Kethira is vast—below is a selection common to northwest Venarive. While wild animals, even predators, rarely attack folk, there are certain situations that might provoke them: when protecting their young, during mating season, or in reaction to prodding or training by people.

BEAR

Bears inhabit the temperate and subarctic wilderness in almost all regions. They are generally placid, unless threatened or directly irritated.

Grey (*Black Bear*): one of the many smaller bears, the grey bear of the Jerinalian Mountains eats primarily fish but can be aggressive to humans if hungry.

Lýthian: these brown-furred bears are much larger and more aggressive than the grey and black bears. The Lythian lets out a great roar right before charging a perceived threat, often briefly rearing up on its hind legs.

Kyáni: these massive cream-coloured bears inhabit the polar and subarctic regions. Their sense of smell might be unrivalled by any other mammal on Kethira.

BOAR

Often hunted ceremonially because of their association with warriors, the wild boar populates regions from the cold temperate in the north to the warmer climates around the Venarian sea. Males can be quite aggressive during the winter breeding season, known for charging gore attacks to a person's lower body (ZN6–7 aim with no penalty).

CROW *Raven*

The name is used for dozens of species, this crow is one of the larger variety, the raven, known for its wiliness. Esotericists often revere them. See Flying (page 353).

EAGLE

The name is used for several large birds of prey found throughout Kethira. As apex bird-predators, they use their keen sense of sight to hunt with their hooked beaks and strong talons. Prey varies by habitat, and includes fish, snakes, and small mammals. See Flying (page 353).

ELEPHANT

In Venarive, the League of Serianapi uses elephants as archery platforms (page 122 sidebar). The burden equals 1000 lb (harness, platform, drover and three archers and their gear), but only a final ENC10 (125 ENC offset by a –115 STR modifier). As targets, such occupants are protected by the platform wall in the Legs, with Zone Reach penalties of 7 (Head/Arms) and 6 (Torso). A drover, when alone, straddles its back, similar to riding a horse, with target Zone Reach penalties of 5 (Head/Arms) and 4 (Torso/Legs).

Thinner Hide: AV is lower for the Ear (4B·4E·3P·4F) and the underside of the Thorax and Abdomen (12B·11E·9P·11F).

FOX

The group of small- to medium-sized dog-like omnivores found everywhere on Kethira except the polar regions. In Venarive, foxes are associated with cunning and trickery.

HAWK/FALCON

Any of the myriad medium-sized birds of prey trained for hunting small wild game such as rabbits or other birds. They require constant attention or risk becoming feral and uncontrollable. See Flying (page 353).

LION *Mountain Cat* *Catamount*

The Lythian lion ranges from the mountains of Ivinia to the Azeryani wilderness. While a carnivore, its predation at dawn and dusk does not usually extend to humans. If cornered, the cat emits a harsh scream and attacks in a frenzy of biting and raking claws— each round it may attack with a second Action TA (if the chance arises).

SNAKE

Poisonous: usually found active in warm weather in the north, or in the tropics, poisonous snakes rarely attack unless startled or threatened. The deadliest variety inhabit the subtropical and tropical regions. A bite Melee d100 roll with an *odd units die* is a 'dry bite'—no venom is discharged (but this chance can vary greatly by species).

Constrictor: usually inhabiting the tropics, some constrictors are found in southern Trierzon and the forests of Azeryan (known as *island constrictors*). Constrictors might confuse as food folk who are near their natural prey (such as rodents), or who simply carry the prey's scent. These huge snakes Clench first with a bite and then Constrict (page 354 box).

STAG *Deer* *Antelope*

This is any of a number of horned herbivores valued for their hide and meat, found all over the world. The male (*stag*) sometimes charges when protecting young.

WOLF

This carnivore preys on deer, cattle, and small mammals, roaming in packs of up to two dozen. They howl before or after hunting and, most dangerously, are believed to follow the commands of the legendary wargs (page 391).

POUNCING ATTACKS

Creatures employ a wide range of techniques to knock prey down: lions spring, bears hug, dogs lunge. Such pouncing attacks can be modelled with them taking a Charge Press attack that knocks the target down, followed by their getting In Close with a Barge. In subsequent rounds, the creature strikes and counterstrikes by biting (clenching) and clawing.

WILD ANIMAL ABILITIES

ANIMAL		HT	LN	LBS	SIZE	STR	END	AGL	PER	AUR	WIL	REA	CRE	MOVE	AWARE	SCENT	STEALTH	SPIRIT	INITIATIVE
BEAR	GREY · BLACK	3'	5'	300	M	16	12	13	14	4	12	5	5	100	65	6	65	24	36
	LÝTHIAN	4'	8'	700	L	24	18	12	14	5	13	4	4	120	70	6	65	27	36
	KYÁNI	5'	9'	1000	B	28	21	10	14	5	15	5	5	90	70	7	60	30	40
BOAR		3'	4'	200	M	14	16	9	10	4	15	6	7	110	60	4	45	27	55
CROW		·	18"	3	T	2	8	10	22	6	10	8	10	200 FLY	80	3	64	32	27
EAGLE		·	3'	20	S	4	10	10	26	5	10	8	8	300 FLY	90	3	72	21	36
ELEPHANT		11'	16'	10,000	H	56	48	7	18	6	16	8	8	90	85	7	48	33	48
FOX		18"	3'	15	T	3	10	15	16	4	14	7	8	100 FLY	75	4	60	27	44
HAWK/FALCON		·	18"	2	T	2	8	13	24	4	8	7	7	400 FLY	80	3	72	18	32
LION		3'	6'	130	M	12	13	18	16	5	16	5	5	160	85	4	90	30	44
SNAKE	POISONOUS	2"	4'	10	T	4	10	14	10	2	8	2	2	40	45	4	48	15	20
	CONSTRICTOR	10"	10'	150	M	14	12	9	13	2	8	2	2	30	55	3	44	15	20
STAG		4'	6'	400	M	18	13	10	18	5	12	5	5	140	75	3	56	24	27
WOLF		2'	4'	80	M	10	10	14	17	4	13	5	5	130	75	5	60	24	36

ANIMAL		WEAPONS	RCH	ZD	ATK	DEF	IMPACT	SPECIAL	DODGE	PRESS	TAR	SHOCK	B	E	P	F*	TABLE
BEAR	GREY	BITE	1	d2	65	· |65	d6+3P AR 1		52	71 RCH 2	1	56	4	3	2	4	Ⓕ
		CLAW	2	d4	52	· |52	d8+2E										
	LÝTHIAN	BITE	2	d3	60	· |60	d6+7P AR 1		52	66 RCH 3	2	76	8	7	6	8	Ⓖ
		CLAW	3	d6	48	· |48	d8+6E										
	KYÁNI	BITE	3	d4	60	· |60	d6+9P AR 1		48	66 RCH 4	2	84	10	9	8	10	Ⓗ
		CLAW	4	d8	48	· |48	d8+8E										
BOAR		TUSK	0	d4	60	· |60	d6+2P AR 1	GORE	36	66 RCH 1	1	75	3	2	1	3	Ⓕ
		KICK	1	d6	48	· |48	d6−1B	LOW AIM									
CROW		TALON	0	1	40	· |40	d8−9E	GORE	64	40 RCH 0	1	15	−6	−7	−8	−6	Ⓘ
		BEAK	0	1/d6	44	· |44	d6−8P										
EAGLE		TALON	0	d2	50	· |50	d10−5E	DIVE	72	50 RCH 0	1	28	−2	−3	−4	−2	Ⓚ
		BEAK	0	1	40	· |40	d6−4P										
ELEPHANT		TUSK	6	d12	55	· |60	d6+23P AR 2	GORE	36	62 RCH 4	4	90	18	17	15	17	Ⓙ
		KICK	5	d24	44	· |48	d6+20B	TRAMPLE					SEE PAGE 356 ENTRY				
FOX		BITE	0	1/d6	75	· |75	d6−6P		60	60 RCH 0	1	24	−3	−4	−5	−3	Ⓓ
		CLAW	0	1	60	· |60	d8−7E										
HAWK/FALCON		TALON	0	1	55	· |55	d10−9E	DIVE	72	55 RCH 0	1	20	−6	−7	−8	−6	Ⓘ
		BEAK	0	1/d6	44	· |44	d6−8P										
LION		CLAW	0	d2	85	· |85	d8+0E		72	68 RCH 1	1	60	3	2	1	3	Ⓕ
		BITE	1	1	68	· |68	d6+1P AR 1										
SNAKE	POISONOUS	BITE	1	1/d6	62	· |62	d8−2P	POISON	44	27 RCH 0	1	28	−2	0	−1	−2	Ⓛ
	CONSTRICTOR	BITE	3	d2	53	· |53	d8+2P AR 2	CLENCH	48	33 RCH 0	1	52	4	6	5	4	Ⓜ
		GRAB	0	d6	73	· |73	d6+14 STR	CONSTRICT									
STAG		GORE	1	d4	60	· |60	d6+4P AR 1	GORE +4P	56	55 RCH 1	1	48	3	2	1	3	Ⓐ
WOLF		BITE	0	1	70	· |70	d6+0P AR 1	CLENCH	60	56 RCH 1	1	40	3	2	1	3	Ⓔ

* Use the same F-impact Armour Value for Area AV (Shock 6).

Ⓕ

ZN	LN	LOC	SHOCK
1–2	1–6	HD	◍❺
	7–10	NK	●❺▽
3–4	1–10	FLG	○❷▾
5–8	1–5	TX	◍❹
	6–8	AB	●❹
	9–10	PV	◍❹
9–10	1–9	HLG	○❷▾
	10	TL	❶▼

Ⓖ

ZN	LN	LOC	SHOCK
1–3	1–6	HD	◍❺
	7–10	NK	●❺▽
4–6	1–10	FLG	○❷▾
7–12	1–5	TX	◍❹
	6–8	AB	●❹
	9–10	PV	◍❹
13–16	1–9	HLG	○❷▾
	10	TL	❶▼

Ⓗ

ZN	LN	LOC	SHOCK
1–4	1–6	HD	◍❺
	7–10	NK	●❺▽
5–8	1–10	FLG	○❷▾
9–16	1–5	TX	◍❹
	6–8	AB	●❹
	9–10	PV	◍❹
17–20	1–9	HLG	○❷▾
	10	TL	❶▼

Ⓘ

ZN	LN	LOC	SHOCK
1	1–3	HD	◍❺
	4–5	NK	●❺▽
	6–10	WNG	○❶▾
2	1–6	TX	◍❹
	7–10	AB	●❹
3	1–5	WNG	○❶▾
	6–8	LEG	○❷▾
	9–10	TL	❶▼

Ⓙ

ZN	LN	LOC	SHOCK
1–7 $\boxed{2}$	1–6	HD	◍❺
	7–8	EAR	○❶▾
	9–10	NK	●❺▽
8–10	1–10	TRN	○❷▾
11–16	1–10	FLG	○❷▾
17–34	1–6	TX	◍❹
	7–8	AB	●❹
35–40	1–5	QTR	◍❸
	6–9	HLG	○❷▾
	10	TL	❶▼

Ⓚ

ZN	LN	LOC	SHOCK
1	1–4	HD	◍❺
	5–10	NK	●❺▽
2	1–10	WNG	○❶▾
3–4	1–6	TX	◍❹
	7–10	AB	●❹
5	1–10	WNG	○❶▾
6	1–5	LEG	○❷▾
	6–10	TL	❶▼

Ⓛ

ZN	LN	LOC	SHOCK
1	1–4	HD	◍❺
	5–10	NK	●❺▽
2–4	1–10	TX	◍❹
5–6	1–6	AB	●❹
	7–10	TL	❶▾

Ⓜ

ZN	LN	LOC	SHOCK
1–3	1–4	HD	◍❺
	5–10	NK	●❺▽
4–14	1–10	TX	◍❹
15–20	1–6	AB	●❹
	7–10	TL	❶▾

For Body Location tables Ⓐ *to* Ⓔ*, and for creature Aim versus human-sized opponents, see page 355.*

Default Aim for human-sized strikers against creatures depends on where they stand in relation to the target. If at the head, then default Aim is ZN1; if at the rear, then count back from the highest ZN. Standing to the side of the animal could allow aim at any ZN, without penalties.

Elementals

Perhaps the most ancient of all entities, elementals are spirits of the six elemental principles: Earth, Metal, Fire, Air, Aura, and Water. Each comes from an astral plane of pure energy—a Beleras originates on a primal plane of fire, for instance. While not naturally interested in the affairs of mortal folk, elementals bind to their respective energy in the physical world for two reasons.

Volition: many elementals bind out of their own free will. Some are instinctively drawn to ethereal zones in the physical world, such as the *lællyn* of Emelrene.

Coercion: some elementals are summoned by mages who attempt to bind them to energy and temporarily control them. Elementals that successfully resist this control either return to their primal plane or remain bound to the energy but free to do as they please.

Elementals in the physical world do not have a body. Instead they take a bound form.

Bound Form

The physical world substance that receives an elemental's presence is called the *bound form*. A fire elemental binds to real fire; a water elemental binds to actual water. The more powerful the elemental, the greater the amount of substance required to enable the binding.

Minor Elemental: the weakest elementals bind to a small amount of substance.

Substantial Elemental: the next strongest elementals require a medium amount to bind to.

Great Elemental: an even more powerful elemental must bind to a large amount.

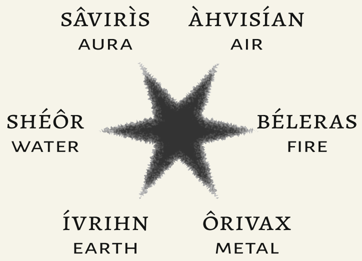
The absolute amount varies between the elemental types—Orivrin need less metal than Sheor do of water. Whatever the amount, elementals can morph these volumes into any shape they wish, even unnatural ones.

Host Mass

Elementals may exist within a volume much bigger than their bound form—this amount is called the *host mass*. Thus, a minor water elemental binds to a form about the size of a 5-foot cube. Even if currently 'swimming' in a huge river host mass, its bound form still manifests as a 5-foot cubic volume within this larger area.

Over a long time, an elemental's bound form can grow to reach the size of its host mass, its power increasing concomitantly. In the case of air and water elementals this can be immense. However, these rules describe bound forms that folk have the greatest chance to encounter.

Aura elementals do not have corporeal bound forms or host masses in the physical world—Aura is incorporeal.



Elemental Abilities

An elemental has a power that correspond to the amount of its bound form—minor, substantial, or great (see page 359 sidebar). The various scores are the same for all six energy types unless stated otherwise in their specific entries.

As spirits, elementals do not have physical attributes and—although sentient—have no Empathy in terms mortals can fathom. However, they do possess Arcane Talents that enable them to interact with and manipulate the substance to which they are bound.

The entries on pages 360–362 detail all the talents each elemental has, such as an Orivax's *Molten Surface* or an Ivrihn's *Pummel*. An elemental may attempt to use a talent by making a **Talent** test (which takes 1 turn unless otherwise noted). The resulting success levels are interpreted just like other arcane talent invocations (page 259). As natural spirits, elementals do not accrue fatigue, but they can suffer Aural Shock.

PROXIMATE SENSITIVITY

Elementals have a talent called Proximate Sensitivity. It gives them a chance to perceive when an entity comes within Aura × 20 feet of its bound form. At that point, the elemental makes a **Talent** test. If successful, it notices the intruder and then makes an immediate Initiative test to measure its response (see Initiative Test table in the page 359 sidebar).

An elemental automatically perceives when its bound form has been directly touched or disturbed. It then becomes *active*, as described in the same table.

***Example**: a minor water elemental is bound to a larger pond host mass. A hunter approaches the water's edge, within 40 feet of the Sheor. A roll of 16 against its Proximate Sensitivity Talent ML48 succeeds, alerting it. An Initiative ML25 test is made—a 68 roll means Failure, giving it a passive response. While aware of the entity at the shore, the elemental will not use any of its talents unless the hunter directly disturbs its bound form (the 5-foot cube of water within the larger pond).*

Affecting Elementals

Elementals do not suffer physical trauma. However, they are vulnerable to (1) the disruption of their *binding*; and (2) the dissolution of their *soul*.

DISRUPTING THE BINDING

An elemental's binding can be disrupted by infusing it with diametric or tertiary energy. These are the same terms used to describe the Pvaric Wheel, replicated in the diagram on page 358. For example, the binding between a Sheor and its water can be disrupted by fire (diametric) and by air and metal (tertiaries). The attack could be a spell that creates the disrupting energy, or an object or a natural quantity of the substance.

Whatever the source, a successful attack forces the elemental to test **Spirit**. Several factors modify this roll: the volume of the attack; whether the attacking energy is ethereal (such as magic); whether it is tertiary energy. Failure can result in a temporary stress to the binding, or even its complete rupture, which dissolves the elemental for d6 days. See the Spirit Binding table and the accompanying modifiers in the sidebar.

Attack Amount: an attacking energy or substance is rated on the same power scale as elementals: minor, substantial, and great. A fourth level called *trace* is included as a possible attack amount. This table describes the specific dimensions of these amounts and lists viable examples:

ELEMENTAL SUBSTANCES

AMOUNT	EARTH	METAL	FIRE	AIR	AURA	WATER
TRACE	6" CUBE *sack of dirt*	1 LB *dagger*	6"D × 1'H *torch*	2' CUBE	ENTITY WITH AUR 12–13	6" CUBE *keg*
MINOR	5' CUBE	3–5 LB *sword*	2'D × 1'H *campfire*	10' CUBE	ENTITY WITH AUR 14–15	5' CUBE *tun 3' × 5'*
SUBSTANTIAL	10' CUBE	30–40 LB *brazier*	4'D × 2'H *large fire*	20' CUBE	ENTITY WITH AUR 16–17	10' CUBE *fountain*
GREAT	15' CUBE	60–80 LB *anvil*	6'D × 3'H *bonfire*	30' CUBE	ENTITY WITH AUR 18+	15' CUBE *pool*

DISSOLVING THE SOUL

The soul of an elemental originates in its primal plane of energy, passes through the spirit world, and then appears in the physical world, bound to its substance. In the spirit world, the elemental's soul manifests as a vibrant column of colour, according to its elemental type, that streaks away to infinity 'above' to its primal plane.

While bound to substance in the physical world, an elemental's soul in the spirit world is dormant. Its soul is vulnerable to Aural Shock, such as from Aural Blast or Aural Bolt. An active soul in the spirit world could also dissolve the elemental's soul in Spirit Conflict (page 296).

Elemental Movement

An elemental has a Move score within its host mass equal to Creativity × 5. As a free action, an elemental may reshape its bound form to any dimension that retains the same volume as the base amount.

If an elemental's bound form amount equals its host mass, then the only way of moving is to 'jump' to another host mass that has at least the amount of its bound form. If such a host mass is within a distance in feet equal to the elemental's Move, then it tests **Spirit** on the Elemental Transfer table (sidebar). Thus, a minor elemental with CRE 7 (Move 35) could attempt such a transfer to a new host mass up to 35 feet away.

MINOR ELEMENTAL

ATTRIBUTES				SKILLS	ML
AUR	2	CRE	7	INITIATIVE	25
WIL	6	EMP	·	SPIRIT	48
REA	3	ELO	1	TALENT	48

SUBSTANTIAL ELEMENTAL

ATTRIBUTES				SKILLS	ML
AUR	6	CRE	12	INITIATIVE	40
WIL	10	EMP	·	SPIRIT	69
REA	6	ELO	2	TALENT	72

GREAT ELEMENTAL

ATTRIBUTES				SKILLS	ML
AUR	10	CRE	17	INITIATIVE	60
WIL	14	EMP	·	SPIRIT	86
REA	9	ELO	3	TALENT	89

INITIATIVE TEST	
CF	**DORMANT**: ignores disturbance; responds only to Spirit Conflict.
F	**PASSIVE**: responds only to direct disturbance.
S	**DEFENSIVE**: responds to proximate and direct disturbance.
CS	**ACTIVE**: wantonly expresses talents.

SPIRIT BINDING

SPIRIT TEST	
CF	**RUPTURED**: binding lost; elemental suffers dissolution for d6 days.
F	**DEBILITATED**: binding weakened; –1 Success Level to all tests; recovered with a successful Spirit test at the end of its next turn (retest allowed every turn).
S	**NO EFFECT**
CS	**ENERGISED**: Initiative state increases one level; if already Active, +20 bonus to tests for 1 round.

Ethereal attack	+10	Minor attack	0
Tertiary attack	+10	Substant. attack	–20
Trace attack	+20	Great attack	–40

ELEMENTAL TRANSFER

As part of a Charge or Move action, an elemental may test **Spirit** to transfer its bound form from its current host mass to another one at least equal in volume and within a full Move's distance:

SPIRIT TEST (ELEMENTAL TRANSFER)	
CF	**DEBILITATED**: transfer fails and binding stressed; –1 Success Level to all tests; recovered with successful Spirit test at end of next turn (retest allowed every turn).
F	**NO EFFECT**: transfer fails, but elemental may continue action in current host mass.
S	**TRANSFER**: transfer succeeds, and elemental may continue action in new host mass.
CS	**ENERGISED**: transfer succeeds and action may continue. Initiative state increases one level; if already Active, +20 bonus to tests for 1 round.

ÀHVISÍAN *Air Elemental*

MIN 10' CUBE   SUB 20'CUBE   GRT 30' CUBE

Ahvisi are one of the most prevalent elementals on Kethira. Many are hidden among the clouds thousands of feet above the ground. Their boundaries are amorphous and difficult to discern, even when close to earth. Sometimes a lesser Ahvisian can be spotted as a haze within its host air mass. All of them seek to manipulate light and wind, and the larger can generate great storms and grow to immense sizes.

Dust Devil: the Ahvisian roils the air along the ground, penalising actions and any LOS passing through or within it according to the ground cover: leaves (–20), dirt (–40), sand or snow (–60). The effect extends beyond its configuration to a distance equal to its base shape (CS ×2).

Duration: Talent Index minutes.

Light: the Ahvisi exudes a brief flash of intense light. Anyone looking directly at it within a distance equal to its base shape × 5 must test Perception or become blinded (HP d6 rounds [PER CF 2d6 rounds] • HR5).

Void: the elemental quickly reduces the oxygen in the surrounding air. The effect extends beyond its configuration to a distance equal to its base shape (CS ×2). Those within the area gasp desperately for air and must test **Endurance** at the start of their next turn. The result indicates their indefinite Shock State while within the Void:

CF: UNC   **F**: INC   **S**: STN   **CS**: —

Duration: Talent Index rounds.

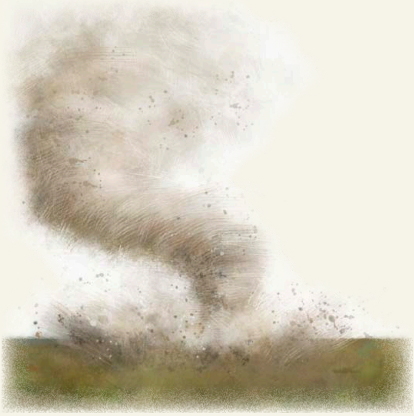
Wind (Time varies): the Ahvisian manipulates the Windforce (WF) around it (see page 64, Agriculture entry). The effect reaches out to a distance equal to its base shape × 10. The elemental can also choose the wind's direction, thus either decreasing or increasing the natural wind force vector accordingly.

As a *1-turn* action, the Ahvisian can create up to half Talent Index in Wind Force for Talent Index rounds.

As a *10-minute* action, the Ahvisian can create up to half Talent Index in Wind Force for Talent Index hours.

BASE SHAPE

An elemental's base shape is the dimension given according to its bound form. Some talent effects are quantified in terms of the base shape, regardless of its actual configuration. For instance, a minor Ahvisian has a 10-foot cube base shape (1000 cubic feet). If configured into a 5' × 5' × 40' stream of air, its Void talent affects those within 10 feet (base shape) of these dimensions—a 25' × 25' × 60' area.



BÉLERAS *Fire Elemental*

MIN 2'D × 1' H   SUB 4'D × 2'H   GRT 6'D × 3'H

Perhaps the most volatile and deadly elemental, Belerhin fortunately remain as rare on Kethira as the seed fire they usually need for binding. If interfered with, they exude thick, asphyxiating smoke and lash out to inflict severe burns. A free-willed Beleras, called a *Salamander*, can remain bound for a time to the heated cinders left after the fuel of its host mass has burned off.

Combust: the Beleras ignites a single source of easily combustible fuel within Talent Index × 5 feet. The amount ignited is one size smaller than itself (thus, a minor Beleras can ignite a trace amount, equal to the size of a burning torch). The new fire burns and spreads naturally. A Beleras can try to transfer to it if the new fire is big enough (page 359 sidebar).

Easily combustible fuel mostly implies dry plants large enough to provide enough fuel—trees, bushes, wooden houses. The elemental cannot combust anything too wet or too small, such as rain-drenched trees, a patch of grass, or a person's clothing.

Engulf: the elemental lashes out, usually elongating its base shape to reach foes. The characteristics of the attack vary according to bound form (see sidebar).

Quiescence: a free-willed Beleras whose host mass has naturally burnt out can remain bound to the still-hot cinders for a number of 4-hour watches equal to its Spirit Index. While in such quiescence, the Beleras can make Combust talent tests with –20 penalty. Any creature touching the bound form of a quiescent Beleras—now invisible—must successfully test **Spirit** or suffer Aural Shock equal to half the Aura of the Beleras (Spirit CF +1 Aural Shock).

Smoke: the Beleras can belch forth a mass of thick smoke, in addition to what may naturally occur from the burning host mass. The effect extends beyond its configuration to a distance equal to its base shape (CS ×2). All LOS from within or passing through the area is blocked. Anyone within the smoke faces asphyxia (page 183).

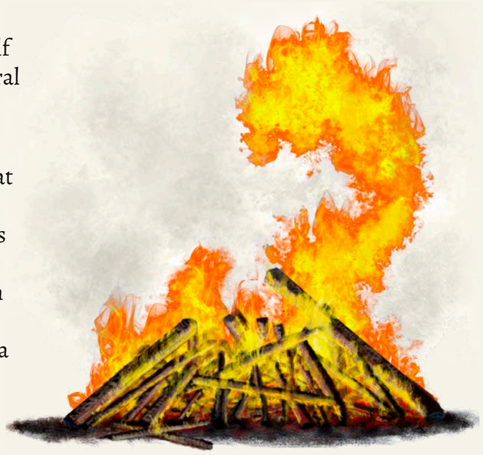
Duration: Talent Index minutes.

ENGULF ATTACK

BÉLERAS	SHAPE	REACH
MINOR	1' DIA × 4' HIGH	3
SUBSTANTIAL	2' DIA × 8' HIGH	6
GREAT	3' DIA × 12' HIGH	9

ENGULF IMPACT

BÉLERAS	LOCATION ROLL	IMPACT
MINOR	D10 ZD · D10 LD	D4+4F
SUBSTANTIAL	1 AREA TARGET	D4+5F
GREAT	2 AREA TARGETS	D4+6F



ÍVRIHN *Earth Elemental*

MIN 5' CUBE SUB 10' CUBE GRT 15' CUBE

Of all the elementals, the Ivrihn take the most interest in the affairs of folk. Given both the ubiquity of their host mass—the earth—and their proximity to cultivated lands, it is no surprise that Ivrihn often come into contact with people. Aside from burrowing through the ground and crushing rocks, especially aggressive Ivrihn sometimes assume a squat, vaguely humanoid shape to drive off interlopers with pummelling blows.

Burrow: when an Ivrihn moves along the earth's surface, it leaves in its wake rippled ground the width and height of which equals its base shape (CS ×2). Anyone in its path must make an opposed Press Roll against a STR equal to four times the elemental's AUR (thus, minor 8; substantial 24; great 40).

- If moving beneath the surface at a depth equal to up to twice its base shape, then the effective STR is only twice its AUR (minor 4; substantial 12; great 20).
- Deeper passes beyond twice its bound form below ground will only be noticed as a rumble or perhaps slight shaking.

Crush stone (1 minute): while freely able to pass through solid rock and stone, an Ivrihn as a *1-minute* action may test **Talent** to pulverise a volume of it equal to its base shape. However, such destruction of its own host mass greatly stresses its own binding. Each Crush Stone test requires the Ivrihn to test **Spirit** on the Spirit Binding table, page 359 sidebar), perhaps leaving it *debilitated* or *ruptured*.

Pummel: the elemental assumes a squat, cylindrical shape with stubby, club-like arms. As an action it may test **Talent** to make melee strikes. See sidebar for combat characteristics.

Quicksand: the Ivrihn turns ground equal to its base shape into quicksand. While they will not drown, creatures mired in it may take a Move action to test **Climbing**:

CF: –1 PT **F**: 0 PT **S**: 1 PT **CS**: 2 PT

When the earned points (PT) equal the Ivrihn's base size in feet (5/10/15), the mired creature has climbed free. At end of duration, the ground hardens again…

Duration: Talent Index minutes.

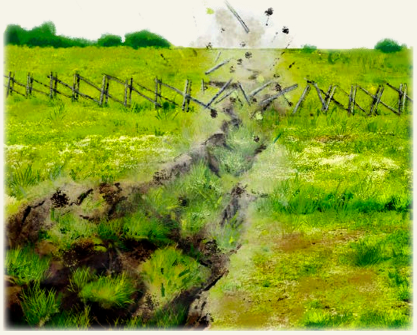
PUMMEL ATTACK

ÍVRIHN	SHAPE	REACH
MINOR	5' DIA × 6' HIGH	2
SUBSTANTIAL	10' DIA × 12' HIGH	5
GREAT	15' DIA × 19' HIGH	7

PUMMEL IMPACT

ÍVRIHN	LOCATION ROLL	IMPACT
MINOR	D2 ZD · D10 LD	D6+4B
SUBSTANTIAL	D8 ZD · D10 LD	D6+8B
GREAT	D20 ZD · D10 LD	D6+12B

Since Aura is a tertiary element to Earth, an Ivrihn must make a Spirit Binding test after striking a creature with an Aura of 12 or higher, modified as if the target's Aura had an Attack Amount (page 359).



ÔRIVAX *Metal Elemental*

MIN 2" SPHERE SUB 8" SPHERE GRT 10" SPHERE

Since they require rare seed material, Orivrin are perhaps the most exotic elementals encountered on Kethira. They often express affinity for one type of metal, such as gold, silver, or brass. No matter the host, their globular sizes are small, but heavy. They like to bind to arcane artefacts, whose powers they greatly enhance. However, touching an Orivax can prove quite deadly.

Infuse Artefact: Orivax can bind to at least a partly metal minor or EGO-volition major arcane artefact, either on its own or when coerced by the Assemble spell. However bound, the Orivax receives by size an Infusion Pool of 4, 8, or 12 to spend on *Infusion Feats* (page 220).

Liquify: an Orivax can move its globular mass through other metals and, at half the rate, through fire and over the ground. It avoids water and entities with an Aura. The prospect of directly touching a living entity brings about an aggressive reaction in proportion to the entity's Aura score—the higher the Aura, the more violent the reaction.

Molten Surface (Time varies): a metal elemental threatened by the interaction with Aura responds by producing a greatly heated Molten Surface. An Orivax with a Passive Initiative state must successfully test **Talent** as a 1-turn action to manifest the effect. With a Defensive or Active state, it may even attempt the test reactively, as a defence option. The intruding creature suffers the burn impact in the location with which it touches the elemental, usually the hand (see Molten Surface table). Once created, the effect lasts one round.

MOLTEN SURFACE

ÔRIVAX	IMPACT
MINOR	D4+8F
SUBSTANTIAL	D4+16F
GREAT	D4+24F

TOXIC GAS

ÔRIVAX	AREA	VIRULENCE
MINOR	5' RADIUS	HR5
SUBSTANTIAL	10' RADIUS	HR4
GREAT	15' RADIUS	HR3

Toxic Gas: as its preferred proximate attack when agitated, the Orivax tests **Talent** as a 1-turn action to exude a colourless toxic gas (CS also odourless). The gas affects an area around it in a radius according to its bound form (see Toxic Gas table). Creatures within the area suffer toxic poisoning with an onset of one round and a period of one minute (page 186). The virulence varies according to the Orivax's power (CS lower the given HR by 1).

The cloud immediately disperses at the end of the elemental's turn. Since Air is a tertiary element, only a sudden burst like this prevents a stress on the binding to the Orivax's host metal.

SÂVIRÌS *Aura Elemental*

The Aura attribute is not the soul itself but rather the strength of soul. While it remains unknown exactly how souls are created, some believe that not even the gods can do it. At the very least, it seems that the Aura souls possess likely comes from its own elemental plane.

When this primal plane's natives—called Savrhin—visit the physical world, they bind themselves to a host Aura belonging to a living plant, beast, or person. This Aural binding is not possession, a fact that distinguishes Savrhin from natural spirits such as demons. Exactly why it takes place is unknown, but some speculate that a Saviris' binding is simply the Aura of a future soul exploring what it might be like to inhabit a living body.

Savrhin have Attributes and Skill MLs different from other elementals (sidebar).

Aural Shock: a Saviris may target its host Aura or any other entity's Aura within Talent Index × 10 feet. If the elemental's **Talent** test succeeds, the entity suffers Aural Shock 2 (CS 4). A successful **Spirit** test by the target reduces the Aural Shock by 1 (Spirit CS by 2).

Dream Binding: free-willed Savrhin sometimes enter the Lucid Dreams of beings (page 292). When a Lucid Dream occurs, roll a d20. If less than or equal to the dream's resulting duration, then a Saviris has bound to the sleeper's Aura.

The power of the Saviris is determined by the very same d20-roll: 1–4 (*minor*); 5–7 (*substantial*); 8+ (*great*). Upon awakening, the dreamer receives +5 bonus per power level of the Savrhin to Fate Rolls and Aura tests (+5/+10/+15). The bonus decreases by 5 every 3d6 days thereafter. When it reaches 0, the Saviris unbinds itself and leaves. The bonus applies strictly to Fate Rolls and Aura attribute tests, *not* to skills with Aura in the Skill Base.

Before waking from the Lucid Dream, the dreamer may take Spirit Communion actions with the Saviris to gain further wisdom (see Wellspring, below).

Wellspring: a Lucid Dreamer may attempt Spirit Communing (page 295) with the Saviris. The elemental has an Accepted estrangement, but the experience can unsettle the dreamer. Add the results of the sidebar table to the regular Spirit Communing table.

MINOR SÂVIRÌS

ATTRIBUTES				SKILLS	ML
AUR	14	CRE	7	INITIATIVE	40
WIL	6	EMP	·	SPIRIT	70
REA	10	ELO	12	TALENT	70

SUBSTANTIAL SÂVIRÌS

ATTRIBUTES				SKILLS	ML
AUR	16	CRE	12	INITIATIVE	55
WIL	10	EMP	·	SPIRIT	85
REA	12	ELO	15	TALENT	88

GREAT SÂVIRÌS

ATTRIBUTES				SKILLS	ML
AUR	19	CRE	17	INITIATIVE	70
WIL	14	EMP	·	SPIRIT	98
REA	14	ELO	18	TALENT	104

WELLSPRING SPIRIT COMMUNING	
CF	Dreamer receives 1 Psyche Stress level upon awakening.
F	No additional effect.
S	Dreamer receives one Mastery Boost per Saviris power level in any skill (dreamer's choice). This lasts until the Saviris unbinds.
CS	As for Success (S), but the dreamer receives two Mastery Boosts per power level.

SHÉÔR *Water Elemental*

MIN 5' CUBE **SUB 10' CUBE** **GRT 15' CUBE**

Given the preponderance of water on Kethira, Sheori are one of the more common elementals. Free-willed water elementals are called *Undines*, and they can lay dormant for long periods and grow to gargantuan sizes. Though bound to water, Sheori also have arcane talents that create darkness and mute sounds.

Darkness: the Sheor surrounds itself with ethereal darkness. The effect extends beyond its configuration to a distance equal to its base shape (CS ×2). In poor illumination the result is complete darkness. In full light, the effect takes on a deep shadowy gloom, giving other creatures within it +40 bonus to Stealth and –40 penalty to Awareness.

Duration: Talent Index minutes.

Silence: the Sheor completely mutes all sound around it. The effect extends beyond its configuration to a distance equal to twice its base shape (CS ×4). Sound neither escapes nor penetrates the silence.

Duration: Talent Index minutes.

Stasis: the Sheor reduces all motion around it. The effect extends beyond its configuration to a distance equal to its base shape (CS ×2). Creatures within the Stasis suffer –20 penalty to Move and to AGL and DEX tests (including skills with one of them in its SB), and their weapon impacts are reduced by 4. Projectiles entering or passing through the affected area suffer the same two effects.

Duration: Talent Index minutes.

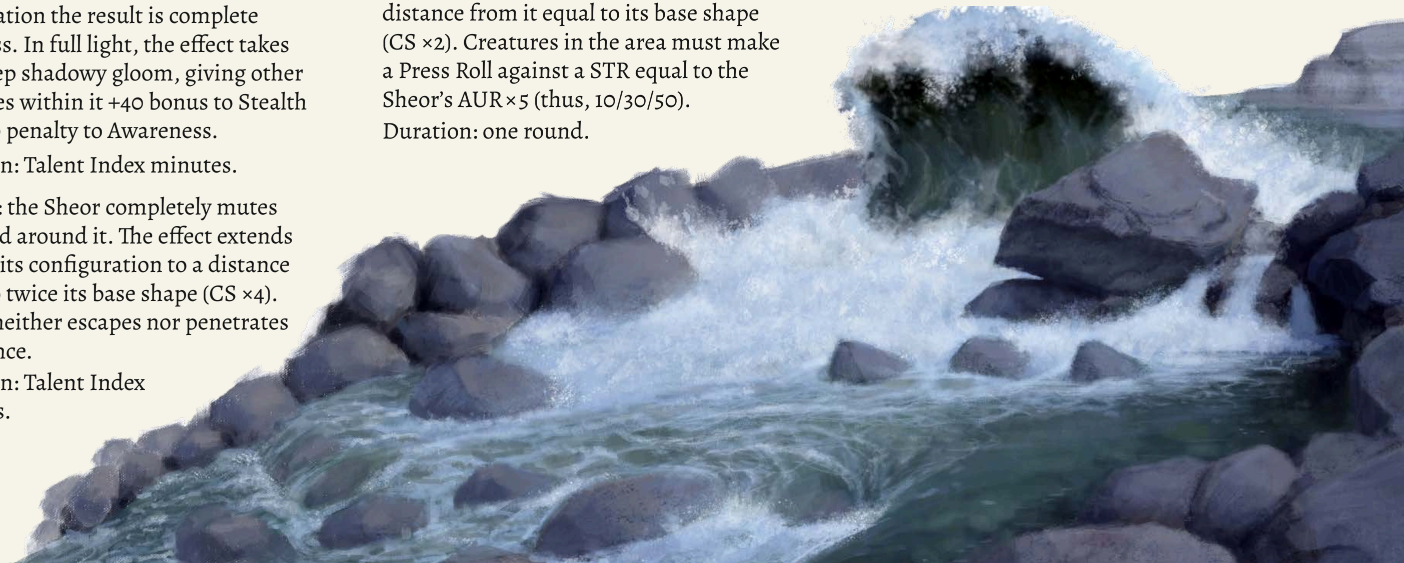
Turbulence: the Sheor creates turbulent waves that batter anyone within a distance from it equal to its base shape (CS ×2). Creatures in the area must make a Press Roll against a STR equal to the Sheor's AUR × 5 (thus, 10/30/50).

Duration: one round.

DHÌV'SHÉÔR *Ice Elemental*

An unusual form of Sheor that distils Cold principle much more intensely. A Dhiv'sheor replaces the Turbulence talent with Ice Storm.

Ice Storm: the elemental unleashes a cloud of snow and ice around it to a distance equal to half its base size. All caught within it suffer a d4 + 6F Area frost attack.



Folk

A *being* is a living entity with a soul in the spirit world that is anchored to a natural body in the physical world. Beings consist mostly of plants, beasts, and people:

Plants have a natural body and Aura.

Beasts have a natural body and Aura, Will, and usually a few other mental attributes.

People have a natural body and all the mental attributes but also, most importantly, express Morality.

People are further distinguished between those with only a Morality and those with a Morality who are also capable of expressing purpose as individuals—these latter people are called *folk*.

Folk of Venârivè

Over 99% of the folk in Venarive are *human*, with the most influential remainder consisting of *Ælrhin* (elven-folk) and *Darzulim* (dwarven-folk). The following section first discusses these three folk, and then covers two lesser-known groups: the *Malakta* and the *Nadi*.

NPC BLOCKS

Since humans express a variety of cultures and have a wide range of appearance, their characteristics are given in a generic format called *NPC Blocks* (below). Simply add age, gender, and cultural details as needed to the given rural and urban paradigmatic occupations (pages 364–365). Chapter 8: Campaign offers more on NPCs (page 410).

Other Folk

Several other highly reclusive folk are found in Venarive—these will be detailed in future publications.

Ándanùji: the 'giant' folk among the high Thonian peaks, whose tusked, hairy visage is often mistaken as bestial.

Centâurin: the chimaeric 'horse-folk' who live in isolated tribal lands of Altor, Quarphor, Reksyni, and Ivinia.

Nâblúgi: the diminutive folk who dwell in the wilderness valleys of Palithane and Trierzon, and in Umelria.

Other Living Entities

Several entities are close to being considered folk, but all lack one or more distinguishing qualities.

Gârgún are people but not folk, because they only express a vague purpose as a group or species (some call it 'racial memory'). While they have Morality, Gargun seemingly have no *individual* purpose.

Ívashù sometimes appear folk-like. The Nolahrin, for example, express all mental attributes and can even gutturally speak human languages. However, they lack *Morality* and so are technically beasts.

V'hîr possess all the mental attributes, speak languages, and have a depraved Morality—potential traits of a folk. However, the form they take in the world is not a *natural* body—not inherent to them. V'hir are not even beings, but spirits temporarily incarnated in the world.

NON-PLAYER CHARACTER BLOCKS

NAME

The NPC's name or, in this generic example, occupation.

BUILD

The NPC's height and weight traits (see Appendix III: Character Details).

APPEARANCE

What others usually automatically perceive of the NPC, such as complexion, hair/eye colour, clothing (and its implied status), cleanliness, and comeliness.

- A *hidden detail* that an Awareness test might reveal. Sometimes a more specialised skill could be required to perceive the hidden detail—a Heraldry test to identify a knight's coat of arms, for instance.

HUNTER

TALL · MEDIUM

Heavily worn, even carelessly untidy and tattered, clothing. Body is unwashed, odorous, and grizzled.

- Extra bow strings kept coiled together beneath leather cap.

Action ML50	Bow (75) d8+2P · BLD5
Heavy Clothing	Knife d8+2P

Reservedly deferential to social superiors; dismissive and even caustic to those unskilled in the wilderness.

- Rebellious streak.

Tracking ML70	Awareness ML60
Survival ML70	Herblore ML40

COMBAT SKILLS

The NPC's **Action** ML (explained in Chapter 8: Campaign on page 412); the armour suit worn; and primary weapons with impact data.

PERSONALITY

What others are likely to encounter socially upon interacting with the NPC.

- A *hidden motive* that an Empathy or Intrigue test might reveal after conversing with the NPC. Uncovering closely guarded motives might require an opposed Persuasion test.

OCCUPATION SKILLS

The NPC's four most important occupation skills, starting with the highest ML and ending with the lowest.

HUMANS: RURAL

COURTIER

AVERAGE · MEDIUM

Fine linen, soft leather and silk clothing; several pieces of expensive jewellery.

- Belt purse concealed beneath garments.
- Well-crafted dagger (MW2 · 96d).

Action ML40	Dagger d8+3P
Clothing	Punch d6−3B

Reserved yet confident; well-spoken when deigning to converse to 'lessers'.

- Ambitious; quick-tempered.

Intrigue ML70	Dancing ML50
2nd Language ML60	Heraldry ML40

FARMER

AVERAGE · MEDIUM

Simple, well-worn clothing; calloused hands and a deeply lined face.

- Slightly favours left leg because of an old, poorly healed hip injury.

Action ML40	Knife d8+2P
Clothing	Pitchfork d8+3P

Terse, common diction in a heavy regional accent; respectful to social 'betters'.

- Mistrustful of strangers, especially wealthier ones.

Agriculture ML70	Herblore ML50
Animalcraft ML60	Survival ML40

FISHER

AVERAGE · LIGHT

Drab, worn clothing with the salty odour of the sea; weathered face.

- Left eye slightly murky from cataracts.
- Missing the ring and little fingers of right hand (lost to a netting accident).

Action ML40	Knife d8+2P
Clothing	Punch d6−3B

Talkative and quick-witted; good storyteller.

- Prone to bouts of sadness, when drunk.
- Permanent *haunted* impulse (WIL ML55).

Fishing ML70	Piloting ML50
Seamanship ML60	Shipwright ML40

HERDER

AVERAGE · MEDIUM

Sturdy old clothing, meticulously kempt and mended; leather bag slung across torso.

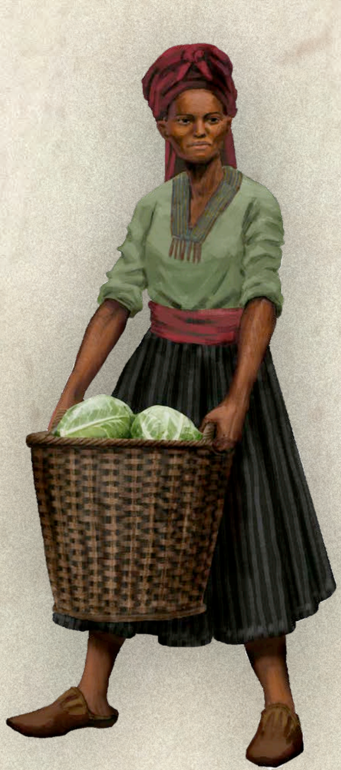
- Long vertical scar at the back of the neck that disappears under the tunic.

Action ML40	Staff d6+2B
Heavy Clothing	Hand sling d10+0B

Disengaged and wary; slow and thoughtful when a response is even given.

- The apparent shrewdness is, in reality, an introverted dimness.

Animalcraft ML70	Tracking ML50
Survival ML60	Hideworking ML40



HUNTER

TALL · MEDIUM

Heavily worn, even carelessly untidy and tattered, clothing. Body is unwashed, odorous, and grizzled.

- Extra bow strings kept coiled together beneath leather cap.

Action ML50	Bow (75) d8+2P · BLD5
Heavy Clothing	Knife d8+2P

Reservedly deferential to social superiors; dismissive and even caustic to those unskilled in the wilderness.

- Rebellious streak.

Tracking ML70	Awareness ML60
Survival ML70	Herblore ML40

KNIGHT

TALL · HEAVY

Armour and weapons buffed and polished beyond what is even normal for nobility.

- Heraldic device indicates a younger offspring of a powerful baron.

Action ML70	Bastard Sword d10+6E
Mail Habergeon	Knight's shield MOD10

Speaks plainly; does not overtly demand social deference but still expects it.

- Has the relaxed bearing of a confident warrior.

Riding ML70	Command ML50
Throwing ML60	Heraldry ML40

MAN-AT-ARMS

TALL · MEDIUM

Stout gambeson frayed in isolated places; heavy leather boots muddied.

- Heraldic device of local manor lord is stitched into gambeson.

Action ML60	Spear d8+5P
Gambeson	Roundshield MOD10

Clipped, gruff speech; often interrupts social equals or lower.

- While dutiful in response to direct commands, might be open to bribes.

Throwing ML60	Archery ML40
Survival ML50	Physician ML30

YEOMAN

AVERAGE · MEDIUM

Carries an unstrung bow with a thick stave over six feet long; a closed bag of arrows dangles low, slung over a shoulder.

- Arrow bag is preferred by archers going to war (unlike an open-style quiver).

Action ML60	Bow (100) d12+3P · AR3
Quilt Coat	Falchion d8+5E

Seems to be in a hurry or is otherwise distracted; while not rude, the yeoman is difficult to engage in conversation.

- Worried about being away from farm to attend the seasonal muster.

Agriculture ML70	Survival ML50
Animalcraft ML60	Weaponcraft ML30

HUMANS: URBAN

BEGGAR

SHORT · LIGHT

Ragged and threadbare clothing; an obviously maimed or missing body part (eye, hand, or lower leg).

- A seemingly cheap ring worn on an index finger might be more valuable (or perhaps is associated with something important).

Action ML40	Knife d8+2P
Clothing	Punch d6−3B

Unobtrusive and well-composed.

- A well-hidden accent might imply a notable or surprising past.

Guile ML70	Stealth ML50
Awareness ML60	Legerdemain ML40

LABOURER

AVERAGE · MEDIUM

Sweat-soaked, battered clothing.

- Favours the right shoulder; winces when forced to use the other in heavy lifting.

Action M40	Club d6+2B
Clothing	Press d6+12 STR

Emotional; as quick to laugh as to frown.

- A sharp memory for faces.

Woodworking ML50	Animalcraft ML50
Metalcraft ML50	Masonry ML40

LÌA-KAVÁIR

AVERAGE · MEDIUM

Drab but clean clothing in several layers, including a hooded cloak.

- A long tunic conceals a sheathed short sword in its folds along a leg.

Action ML50	Shortsword d10+2E
Heavy Clothing	Dagger d8+2P

Generally quiet and uninterested in idle talk; when engaged, can be argumentative.

- A patent narcissism might turn against an otherwise strong guild loyalty.

Legerdemain ML70	Awareness ML60
Lockcraft ML60	Stealth ML60

MERCANTYLER

SHORT · MEDIUM

While not opulent, the layers of well-made clothing include soft leather details and a fur-trimmed cloak.

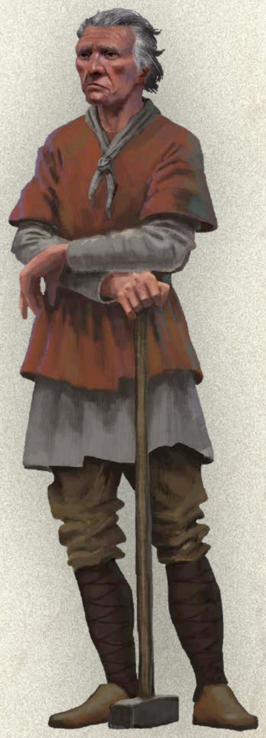
- Attempts to subdue an intermittent palsy in the right hand by clutching the sheathed sword's pommel.

Action ML40	Shortsword d10+2E
Heavy Clothing	Punch d6−3B

While courteous, seems distracted and restless to address business concerns.

- Might imply having an onerous debt; looking for a quick fix to it.

Mercantilism ML70	Guile ML60
Intrigue ML70	2nd Language ML40



MERCENARY

TALL · MEDIUM

Several areas of the mail shirt have been hastily fixed; clothing and equipment in well-worn, serviceable shape.

- Sword pommel carved with initials; perhaps those of its previous owner?

Action ML60	Broadsword d10+4E
Mail Byrnie	Roundshield MOD10

Demanding of fair pay and provisioning when being hired.

- Much more honourable in practice than the severe demeanour implies.

Throwing ML60	Intrigue ML40
Survival ML50	Physician ML30

PHYSICIAN

AVERAGE · MEDIUM

Fashionable clothing made of fine material—soft leather and linen.

- A small shoulder bag holds several herbal remedies.

Action ML30	Punch d6−3B
Clothing	Press d6+10

Rarely speaks if not in response to a question; thoughtful.

- Introversion cloaks radical politics.

Physician ML70	Mineralogy ML50
Herblore ML60	Script ML40

SCHOLAR

AVERAGE · LIGHT

A faded, hooded robe sports threadbare elbows and streaked sides from where ink-stained hands are absently wiped off.

- The knife's blade carries faint stains from its use to steady the parchment and remove mistakes while writing.

Action ML30	Knife d8+1P
Clothing	Punch d6−4B

An unemotional and terse conversationalist.

- Interlocutors might notice a slight smile in response to a clever observation by them.

Folklore ML70	Other Language ML50
Native Language ML70	Two Scripts ML40

WEAPONCRAFTER

TALL · HEAVY

Tattered clothing; large, calloused, strong-looking hands.

- A sleeved tunic covers several long scars, surely the result of crafting.

Action ML40	Punch d6−1B
Clothing	Press d6+14 STR

A slow, steady worker; self-admitted perfectionism might defer a project's completion.

- An imposing build camouflages a pacifistic nature.

Weaponcraft ML70	Mineralogy ML50
Metalcraft ML70	Hideworking ML50

ÆLRHIN

5'5" (SHORT) · 130 LBS (LIGHT) MEDIUM

The *Ælrhin* are the various types of elven-folk spread throughout Kethira.

Sinái: the elves of the Kingdom of Evael on the island of Hârn. Some who commit crimes are banished—these Sinai are called **Môrsinai**.

Sidhé: the one in twenty Sinai said to be 'purer', whose extraordinary Auras make them powerful mages. The **Máelos** are the Sidhe of southern Mernat.

Naêri: the dark skinned, diminutive Ælrhin who dwell in isolation among the treetops of central Anzeloria.

Hwæthârwyn: the snow elves who live throughout the evergreen forests and tundra of north-central Venarive.

Sílfalai: the cousins of the Sinai who wander eastern Lythia, often blending quietly into human societies.

Hâramochú: the sea elves of Harazai, now limited to a few islands in the northern Kamerand sea.

Although light of frame, Ælrhin can often pass for human when among those of similar complexion. Most Sinai and Sidhe are pale skinned, but the Naeri of Anzeloria are rich black.

Elven-folk do not die of old age, although they can be injured or killed by violence or accident. They usually grow weary of the world after a millennium and—mysteriously—depart for the Blessed Realm.

ORIGINS

Legend has the god Siem leading the Ælrhin to Kethira about 10,000 years ago, several thousand years after the Earthmaster's departure. It is said they were fleeing strife on Midgaad, perhaps stopping 'briefly' on Kethira on their way to the Blessed Realm. Their greatest legacy to the world is the study of magic; most directly attribute the development of Pvarism to the Ælrhin.

PRESENT

Elven-folk realms have gradually receded from direct human contact for centuries. The itinerant Silfalai of far eastern Lythia are an exception, as is the occasional emissary from Evael, which has a special relationship with the nearby human Kingdom of Emelrene. Coming of age at 144, young elves are the most likely Ælrhin to travel the world.

Sinái Forester

ATTRIBUTES			
STR	12	AUR	16
END	12	WIL	14
DEX	18	REA	12
AGL	16	CRE	12
PER	16	EMP	12
CML	14	ELO	12
MOR	14		

HERBLORE	ML70
PHYSICIAN	ML70

SKILLS	ML
AWARENESS	80
INITIATIVE	80
SHOCK	66
PVARISM	42
SPEAK SINÁIN	60
SPEAK (*OTHER*)	60
SPIRIT	75
STEALTH	84
SURVIVAL	88
TRACKING	75
MOVE	60

SPELLS	CONVOCATION	ML	REFERENCE
ALARM	NEUTRAL	34	PAGE 250
BALM	FÝVRIA	55/63*	PAGE 214
BANE	NEUTRAL	34	PAGE 250
DETECT	NEUTRAL	36	PAGE 251
DIAGNOSIS	FÝVRIA	53/61*	PAGE 215
FOCUS	NEUTRAL	32	PAGE 252
GROWTH	FÝVRIA	55/63*	PAGE 215
GUARDIAN	FÝVRIA	49/57*	PAGE 215
NURTURE	FÝVRIA	51/59*	PAGE 216
PHYSIQUE	FÝVRIA	51/59*	PAGE 216
STAY	FÝVRIA	53/61*	PAGE 217
VESSEL	NEUTRAL	30	PAGE 255
VICTUAL	FÝVRIA	53/61*	PAGE 218

WEAPON	RCH	ZD	ATK	DEF	IMPACT
LONGKNIFE	4T	d6	94	99|94	d8+5P · WQ14
BUCKLER	0	d6	89	89|79	d6+1B · MOD5
DODGE	·	·	·	84	·
HARTBOW	270'	var.	93	·	d12+5P · AR4P

ZN	LN	LOC	B	E	P	F	SHOCK
1	1–5	SK	0	1	0	1	○❺
	6–8	FA	0	0	0	0	◍❹
	9–10	NK	0	1	0	1	●❺▽
2–3	1–3	SH	4	12	8	7	◍❸
	4–6	UA	4	11	8	6	○❶▾
	7	EL	2	2	1	2	○❷▾
	8–9	FO	3	4	2	5	○❶▾
	10	HA	0	0	0	0	❷▼
4–7	1–4	TX	4	12	8	7	◍❹
	5–7	AB	4	11	8	6	●❹
	8–10	PV	4	11	8	6	◍❹
8–10	1–4	TH	4	5	2	5	◍❸▽
	5	KN	2	3	1	3	○❷▾
	6–8	CA	3	4	2	5	○❶▾
	9–10	FT	3	4	2	5	❷▾
TAR 1				AREA AV:		5	❻

Armour: cloth cowl, mantle, surcoat | padded coat, leggings | mail long byrnie | leather bracers, boots.

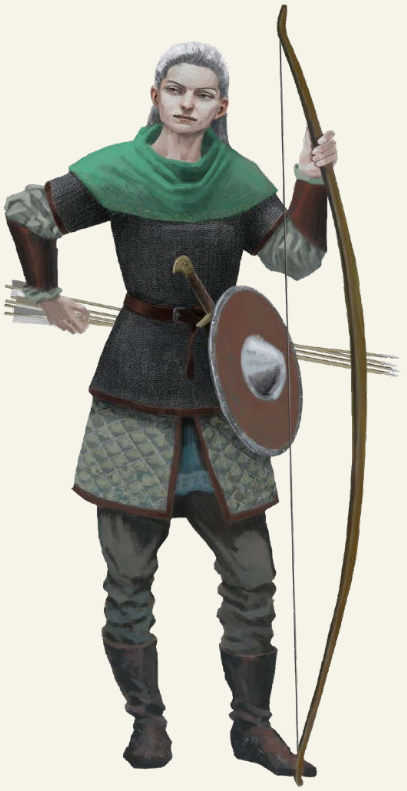
**Bead Focus* (PERMANENT MINOR ARTEFACT): +8 bonus to *EML* of Fyvria Casting Rolls.

Faeriecraft: the longknife grants +5 bonus to Melee tests; the mail haubergeon induces no ENC; the hartbow has Draw 75, allowing the forester to take the one-round Aim action for +10 bonus.

Longknife Alarm (PERMANENT MINOR ARTEFACT): vibrates when humans are within 600 feet. Impact increased by 2 against humans.

Rest Reverie: double the number of Healing Rolls per fiveday (see page 308 for its other benefits).

Woodcraft Reverie: Stealth tests against non-Ælrhin include a d10 roll against TN7 (success: +1 Stealth success level).



REVERIE

All Ælrhin enter long periodic trances or contemplations known as Reverie (page 308). Doing so esoterically enhances their woodland skill and recuperative powers. However, failing to enter such states frequently damages their psyche and hastens their world-weariness.

ÆNARIN

Although rare, the offspring of elves and humans—Ænarin ('half-kin')—have much of the grace and sensitivity of the Ælrhin parent, with the physical stature of their human one. They blend into human society even more than elves, some actually remaining unaware of their lineage. Ænarin do not enter Reverie, and they grow to adulthood at the same rate as humans. However, while not immortal, half-elves often live beyond a century.

DÂRZULIM

4′6″ (SMALL) · 117 LBS (HEAVY) MEDIUM

The Kuzhai—which means ‘true people’—are Kethira’s principal *Dârzulim* (dwarven-folk), more well-known among humans than their deep-dwelling nemesis, the Chostori. Of near-mythic status, the Kuzhai number less than 60,000 throughout the entire world. While secretive and clannish, they are honourable traders and renowned crafters.

A Kuzha is quite short by human standards but has a stout build. The vast majority have a light, indeed, pale complexion, with brown or auburn hair and grey or blue eyes prominent. Most males wear forked beards; in other respects, the Kuzhai resemble humans.

ORIGINS

Kuzhan legend says they tunnelled their way to the surface after awakening from a sleep deep underground. Human scholars believe they came to Kethira from elsewhere, perhaps by way of Godstone from the same world the Sinain had left.

At their emergence in the Mamardhez Mountains of central Lythia around BT 7200, the Kuzhai were of seven tribes: Dain, Tol, Er, Lar, Az, Zer, and Kon. Their city Merdain exerted great influence on human culture. In fact, the word Kethira is a Kuzhan word: *kèth-* (mother); *-îra* (of all). They also invented the Khruni script, from which Runic descends. For unknown reasons, six of the tribes left Merdain to establish their own kingdoms elsewhere on Kethira.

PRESENT

Even after seven thousand years, the kingdoms of *Azadmere* on Hârn and *Kuzjera* in Ivinia have remained in contact with each other; they are also the most widely known by human society. These Kuzhai are aware of both *Erdar* and *Larhakul* in western Katarh but have seemingly lost contact with them.

Only Kuzhan scholars know the exact location of *Merdain*, the first city, its status clouded by rumours of corruption. The realm of *Kazerad* in far-off Kamerand is nearly legend even in the minds of Kuzhai. It remains isolated within a land struggling against the cruelty of the Empire of Yerazhen.

Lastly, the location of *Zhumertol*, founded by the tribe of Tol, is lost even to the Kuzhan wise, whose memories shape it as a utopia of peace and plenty.

Kúzha Mercantyler (Zerkuz)

ATTRIBUTES			
STR	10	AUR	8
END	10	WIL	13
DEX	8	REA	14
AGL	8	CRE	11
PER	12	EMP	10
CML	8	ELO	13

MOR 12

KHRUNI SC. ML52
2ND SCRIPT ML26

SKILLS	ML
AWARENESS	43
GUILE	70
INITIATIVE	65
SHOCK	50
INTRIGUE	82
MERCANTILISM	85
SPEAK KÚZHAN	65
SPEAK (*OTHER*) ×2	52
SPIRIT	30
STEALTH	30
MOVE	30

WEAPON	RCH	ZD	ATK	DEF	IMPACT
SHORTSWD	4	d6	40	40	d10+3E
DAGGER	3T	d6	40	40	d8+2P
DODGE	·	·	·	50	·

ZN	LN	LOC	B	E	P	F	SHOCK
1	1–5	SK	3	4	2	5	○❺
	6–8	FA	0	0	0	0	◍❹
	9–10	NK	2	2	1	2	●❺▽
2–3	1–3	SH	2	4	1	4	◍❸
	4–6	UA	2	4	1	4	○❶▾
	7	EL	0	2	0	2	○❷▾
	8–9	FO	0	2	0	2	○❶▾
	10	HA	0	0	0	0	❷▼
4–7	1–4	TX	2	4	1	4	◍❹
	5–7	AB	2	4	1	4	●❹
	8–10	PV	2	4	1	4	◍❹
8–10	1–4	TH	2	3	1	3	◍❸▽
	5	KN	2	3	1	3	○❷▾
	6–8	CA	2	4	1	4	○❶▾
	9–10	FT	1	3	1	4	❷▾

TAR 1 AREA AV: 4 ❻

Armour: leather cap, shoes | padded cowl, shirt, trousers | cloth sleeved tunic, robe, swaddle.

Kúzha Mercenary (Konkuz)

ATTRIBUTES			
STR	16	AUR	6
END	15	WIL	13
DEX	13	REA	10
AGL	12	CRE	8
PER	11	EMP	6
CML	9	ELO	6

MOR 12

WPNCRAFT ML45
MASONRY ML30

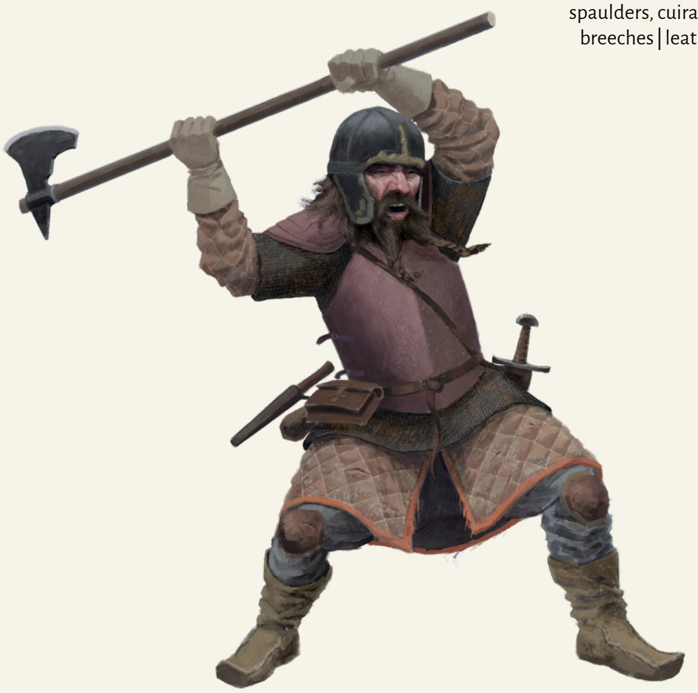
SKILLS	ML
AWARENESS	61
COMMAND	50
INITIATIVE	77
SHOCK	91
INTRIGUE	32
SPEAK KÚZHAN	40
SPEAK (*OTHER*)	24
SPIRIT	27
STEALTH	66
SURVIVAL	48
MOVE	40

WEAPON	RCH	ZD	ATK	DEF	IMPACT
BATTLEAXE	5	d6	85	75	d8+11E (2-H)
SHORTSWD	4	d6	85	85	d10+6E
DODGE	·	·	·	82	·

ZN	LN	LOC	B	E	P	F	SHOCK
1	1–5	HD	8	13	10	7	○❺
	6–8	FA*	6	11	9	5	◍❹
	9–10	NK	0	0	0	0	●❺▽
2–3	1–3	SH	8	16	13	9	◍❸
	4–6	UA	4	10	8	5	○❶▾
	7	EL	4	10	8	5	○❷▾
	8–9	FO	2	2	1	2	○❶▾
	10	HA	1	2	1	3	❷▼
4–7	1–4	TX	8	16	13	9	◍❹
	5–7	AB	8	16	13	9	●❹
	8–10	PV	4	11	8	6	◍❹
8–10	1–4	TH	4	5	2	5	◍❸▽
	5	KN	6	9	6	7	○❷▾
	6–8	CA	3	4	2	5	○❶▾
	9–10	FT	3	4	2	5	❷▾

TAR 1 AREA AV: 6 ❻

Armour: plate helm (*ears, cheeks *only*) | padded cap, coat, leggings | mail habergeon | kurbul spaulders, cuirass, kneecops | cloth breeches | leather gauntlets, boots.



MALÁK

5'11" (TALL) · 170 LBS MEDIUM

The Malakta are one of the *Yàsháinrhin* (people of Yashain). Except for their human-looking face, a brown, hard chitin-plate covers their entire head and body. While soft-spoken and honourable, they are great swordmasters and wield their long retractable claws in lethal close combat. Malakta culture values questing, so they often leave their home world to become mercenaries elsewhere. One such colony of fighters is said to reside among the mountains of eastern Emelrene.

Chitin-plates: a penetrating strike to a location that exceeds twice the armour value of the chitin-plate reduces its AV by 1 in all aspects. Each location receives an ML65 test every five days to regenerate 1 point of lost AV (CS 2 AV).

Face Mask: in battle Malakta don a plate face mask which is often stylised to resemble their own chitin-plates.

Limb Block: because of their chitin-plates, Malakta do not hesitate to employ Limb Blocks (page 106), especially against unarmed opponents.

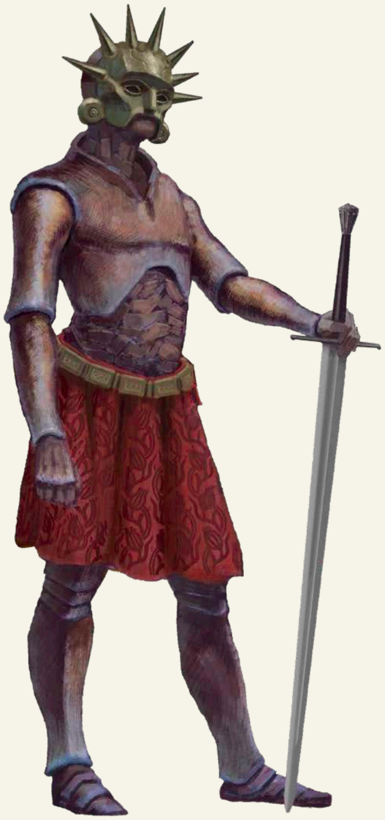
ATTRIBUTES			
STR	14	AUR	8
END	15	WIL	13
DEX	14	REA	9
AGL	16	CRE	8
PER	12	EMP	8
CML	10	ELO	8
MOR	12		

SKILLS	ML
AWARENESS	60
INITIATIVE	74
SHOCK	84
LANG. (*MALÁNUK*)	40
LANG. (*OTHER*)	32
SPIRIT	40
STEALTH	70
MOVE	65

WEAPON	RCH	ZD	ATK	DEF	IMPACT
BAST SWRD	5	d6	88	88	d10+8E · WQ13
CLAW	1	d4	88	78|88	d8+1E
DODGE	·	·	·	84	·

ZN	LN	LOC	B	E	P	F	SHOCK
1	1–5	SK	7	9	8	8	○❺
	6–8	FA	6	11	9	5	◍❹
	9–10	NK	7	9	8	8	●❺▽
2–3	1–3	SH	7	9	8	8	◍❸
	4–6	UA	7	9	8	8	○❶▼
	7	EL	7	9	8	8	○❷▼
	8–9	FO	7	9	8	8	○❶▼
	10	HA	6	8	7	7	❷▼
4–7	1–4	TX	7	9	8	8	◍❹
	5–7	AB	7	9	8	8	●❹
	8–10	PV	7	10	8	9	◍❹
8–10	1–4	TH	7	10	8	9	◍❸▽
	5	KN	7	9	8	8	○❷▼
	6–8	CA	7	9	8	8	○❶▼
	9–10	FT	6	8	7	7	❷▼

TAR 1 AREA AV: 8 ❻



Armour: plate face mask | cloth skirt (PV · TH) | natural chitin-plate 7·9·8·8 or 6·8·7·7 (hands, feet).

NÂDI *Mizúni*

5'4" (SHORT) · 137 LBS MEDIUM

Mizuni in their own tongue, the Nadi are an isolated folk who dwell in the Nadami Mountains along the Shorkyne-Trierzi border. They are clever and creative, good crafters with slim, dexterous fingers. Nadi merchants descend from Mizuna, their underground citadel-city, to trade with nearby humans. A vaguely canine-like visage often startles outsiders, so they usually don hooded tunics and robes.

Fur: under their artful quality clothing, a natural coat of dense, well-groomed fur covers Nadi from head to foot. Both garments and hair range in colour from white to dark brown, with the more common lighter shades helping them blend into snowy mountain landscapes.

Herder: the character noted here is a Nadi herder, skilled in the seasonal movement of cattle and goats from lower winter valleys to higher summer pastures (**Animalcraft ML70** · **Survival ML62** · **Tracking ML55**). Such herders often dwell through the warm months in stone cabins near their livestock, serving as observant guards for Mizuna.

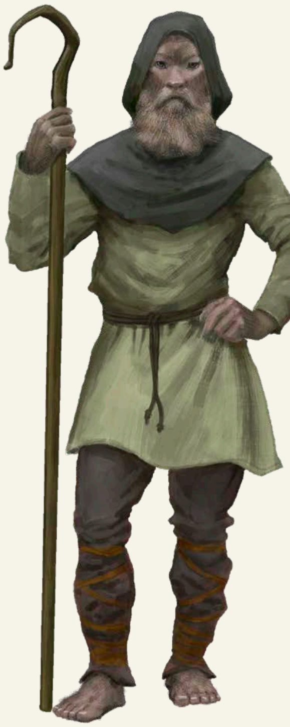
ATTRIBUTES			
STR	10	AUR	10
END	12	WIL	10
DEX	12	REA	10
AGL	10	CRE	11
PER	12	EMP	10
CML	4	ELO	8
MOR	11		

SKILLS	ML
AWARENESS	68
INITIATIVE	50
SHOCK	55
LANGUAGE (*OTHER*)	27
SPIRIT	30
STEALTH	55
MOVE	45

WEAPON	RCH	ZD	ATK	DEF	IMPACT
STAFF, 2-H	5	d6	44	44	d6+2B
DAGGER	3T	d6	44	44	d8+2P
DODGE	·	·	·	44	·

ZN	LN	LOC	B	E	P	F	SHOCK
1	1–5	SK	3	3	1	4	○❺
	6–8	FA	2	1	0	2	◍❹
	9–10	NK	3	3	1	4	●❺▽
2–3	1–3	SH	3	4	1	5	◍❸
	4–6	UA	3	4	1	5	○❶▼
	7	EL	2	2	0	3	○❷▼
	8–9	FO	2	2	0	3	○❶▼
	10	HA	2	1	0	2	❷▼
4–7	1–4	TX	3	4	1	5	◍❹
	5–7	AB	3	3	1	4	●❹
	8–10	PV	3	4	1	5	◍❹
8–10	1–4	TH	3	3	1	4	◍❸▽
	5	KN	2	2	0	3	○❷▼
	6–8	CA	2	2	0	3	○❶▼
	9–10	FT	2	1	0	2	❷▼

TAR 1 AREA AV: 4 ❻



Armour: cloth cowl, mantle, tunic-slvd, breeches, swaddle | fur 3·2·1·3 or 2·1·0·2 (face, lower limbs).

Gârgún

Over six hundred years ago, a Hârnic renegade wizard-lord named Lothrim the Foulspawner created, or brought to Kethira, a violent species of people to help in his quest for an ancient treasure called the Penultimate Tome. The work was purported to contain the secrets of the Earthmasters, and the search for it led him and his Gargun to the Kuzhan city of Kiraz. Its destruction in TR 120 by the rampaging horde came to be called the Carnage of Kiraz.

Although Lothrim's forces were ultimately defeated a few months later, remnants of the Gargun army lived on. Over the centuries, the rapacious 'orcs' or 'goblins', as people came to call them, spread throughout the entire central mountain spine of Hârn, eventually appearing in the northwest of mainland Lythia.

Physique

Gargun are warm-blooded, short humanoids that hatch from eggs. They are divided into five species, distinguished primarily by the colour of their fur.

Gargú-aráki (streaked): small, alert trackers.
Gargú-hyéka (brown): the most common type; miners.
Gargú-khánu (black): the largest, most skilled warriors.
Gargú-kyáni (white): shrewd hunters and dog-trainers.
Gargú-viásal (red): fierce and aggressive cannibals.

They average three to four feet in height and usually weigh between 70 and 100 pounds, also varying by species.

A single fertile female, the queen, lays up to eighty eggs a month after becoming pregnant by the one fertile male (the king). Three to six months later, the eggs hatch, with newborns becoming physically mature in a few days and fully grown inside a year. Gargun eat only meat, especially enjoying human and Kuzhan flesh (sometimes even cooked). They readily resort to cannibalism if pressed.

Personality

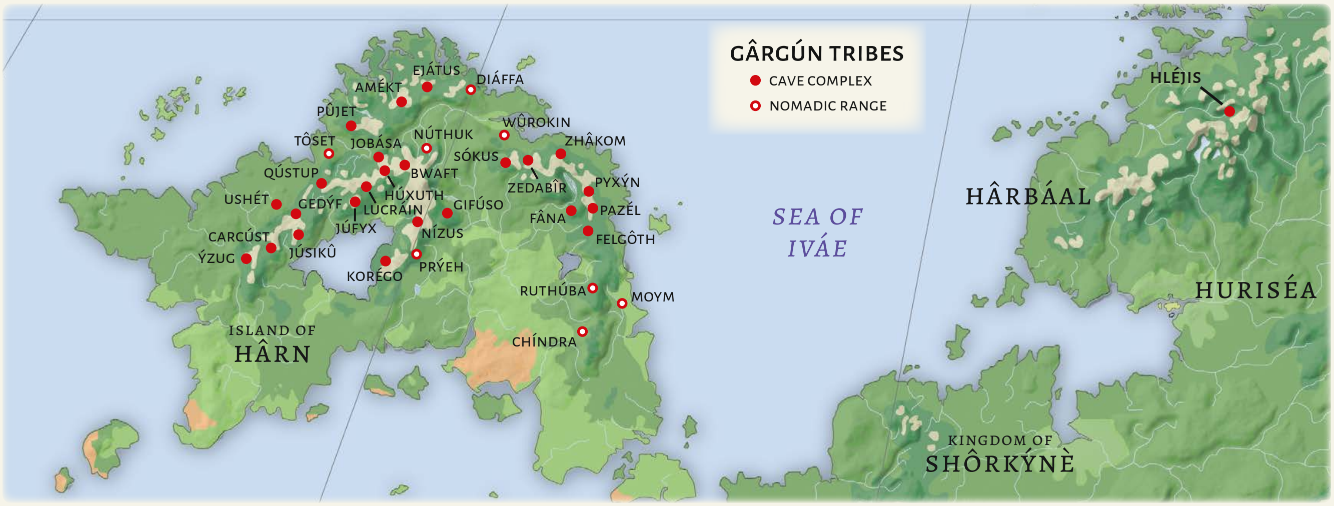
Gargun are competitive and brutal. They fight not only among themselves, but with other tribes and all people nearby. Unscrupulous in morality and bereft of empathy, a Gargun exudes a life of conflict, one naturally not lasting three decades when it is not violently cut shorter.

However, they are not without cunning, even a certain intelligence, passed on through racial memory. Each subspecies speaks its own language, and some members learn other tongues. They exhibit specialised skills, such as crafts, animal husbandry, and herbalism. In combat Gargun usually depend on aggression and outnumbering.

Society

An individual Gargun tribe most often consists of 500 to 2000 members of a single subspecies who live in an underground complex deep in the wilderness. When more than one species appears in the same tribe, the stronger type subjugates the weaker ones (power is not shared). Ninety-nine per cent of Gargun are male; the remaining females often form a Queen's guard, or escape or are kidnapped by a different tribe.

The unrestrained population growth of a Gargun tribe is held in check in three ways: internal purging; civil war; and, most infamously, 'swarming'. *Purging* usually occurs in tribes with a strong or clever king who regularly culls his followers. If leadership is challenged, the resulting *civil war* can expend up to 80% of the males in a swift, hours-long orgy of bloodletting. Lastly, sometimes in anticipation of a purge or resulting from a failed civil war, half the tribe will seize the females and fight their way out, *swarming* their way across the land in search of a new home—a deadly throng for anyone crossing its path.



GARGÚ-ARÁK *Small Orc*

3'2" · 72 LBS SMALL

With streaked orange- or yellow-brown fur, the Araki are the smallest subspecies of Gargun. They form nomadic tribes of several hundred in the deep forest, dwelling in primitive huts or nests slung in trees when not in underground lodges. Araki are skilled nocturnal predators and stalkers, vigilant against being enslaved (or eaten) by larger Gargun.

Bowyer: Araki practice archery more than other goblin types, able to make crude, small self bows and arrows (BR 120 • +3P • light shafts d6 • heavy shafts d8).

Herbalist: cunning survivalists, small orcs make exotic concoctions, typically applying a mild paralytic to their arrows. The target's END test to resist (page 75) has a net +13 bonus.

Night Vision: the streaked orc tests Awareness in dim light and shadows with no penalty. At night or in near-pitch black, when most other folk are blinded, they suffer only –20 penalty.

Scent: Araki possess an acute sense of smell, having Scent Index 1 (page 353).

GARGÚ-KHÁNU *Great Orc*

4'2" · 105 LBS SMALL

The dark-furred Gargu-khanu are the largest, strongest, and most violent species of orc. Because they breed much more slowly, great orcs force Arak or Hyeka slaves to do the work and crafting in their cave lodges. Even more than other Gargun, the Khani elite rule in a strict hierarchy, with murder and assassination being the primary means of advancing.

Aggressive: an especially murderous nature compels a Khanu defender always to choose the Counterstrike option.

Domineering: black orcs bully and intimidate each other and their enslaved subjects.

Warrior: the Gargu-Khanu are nearly a match against larger folk in combat. They possess skill in Archery (although they rarely employ bows), Throwing, and Climbing. They routinely don scale byrnies and small shields (WQ 9, Shield Mod 10, Deflect 3), and possess enough strength to wield effectively the cleaver-like Mang one-handed.

GARGÚ-KYÁNI *White Orc*

3'10" · 96 LBS SMALL

With dark blonde, grey, or white fur, the Gargu-kyani are the second-smallest orcs. They live in colder regions, often where ground snow is year-round. Kyani raise and train wolves and dogs as pets and to assist them in hunting. They sometimes exhibit the peaceful and sociable mores of 'civilised' folk, possessing a vague sense of tribal and personal honour. While Kyani are the least violent orc subspecies, they also value courage and have been known to kill captives who surrender too readily.

Animal Trainer: Kyani train wolves more often than their expensive hunting dogs.

ACTION	WOLF	DOG
CONTROL ROLL	ML47	ML52
INITIATIVE	ML36	ML53
SHOCK	ML40	ML49
BITE	ML70	ML71
CLAW	ML56	ML59

Crafter: white orcs produce passable arms and armour but are more known for their silversmithing.

GARGÚ-HYÉKA *Brown Orc*

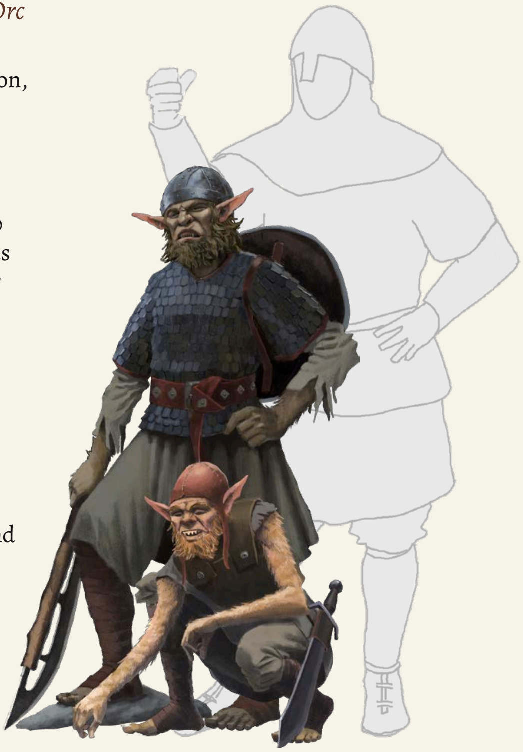
3'11" · 98 LBS SMALL

About half of the total Gargun population, Hyeki are often called 'common orcs'. Some live in woodland lodges like the Araki, but they usually fashion cave-complexes in or near the mountains. They routinely send out bands of 20–80 foragers and keep large animal stocks as food and for work. With an even higher rate of birth than other species, the Gargu-hyeka are more likely to swarm.

Aggressive: an especially aggressive nature and a strong sense of territory lead a Hyeka defender always to choose the Counterstrike option.

Miner: notable tunnellers, brown orcs have skill in Animalcraft, Metalcraft, and Mineralogy. They are known to fashion blind ways, pits, and traps throughout their cave complexes.

Weaponcraft: although they do not often wear it, brown orcs craft passable scale and even some mail armour. They also fashion Mangs and Mankars, trading them with other tribes or losing them to raids and enslavement.



GARGÚ-VIÁSAL *Red Orc*

4' · 100 LBS SMALL

The auburn- to red-furred Gargu-viasal have small communities and swarm less often than the Hyeka. They are the most cannibalistic subspecies and many work themselves into a frenzy before battle by gorging on slaves or weaker tribe members. They have a violent, adversarial relation to black orcs; confrontations between the two often lead to complete mutual destruction.

Aggressive: an especial recklessness leads a Viasal defender always to choose the Counterstrike option.

Domineering: Gargu-viasal bully and intimidate each other and their enslaved subjects.

Relentless: Once engaged, red orcs receive +20 bonus to Morale tests.

Warrior: the Viasal are second only to the Khanu in combat. They possess skill in Archery (although they rarely employ bows), Throwing, and Climbing. They wear scale byrnies but prefer wielding handaxes two-handed, and so do not carry shields.

GÂRGÚN ABILITIES

SPECIES		STR	END	DEX	AGL	PER	AUR	WIL	REA	CRE	EMP	ELO	MOR	MOVE	AWARE	STEALTH	SURVIVAL	SPIRIT	INITIATIVE
ARÁK	SMALL	10	10	13	10	13	9	10	10	10	6	10	6	40	60 · SNT 1	55	66	27	50
HYÉKA	BROWN	11	11	12	9	11	7	11	9	6	5	9	6	35	55	30	33	27	50
KHÁNU	GREAT	13	13	12	9	10	9	13	10	7	6	10	6	35	55	36	44	33	60
KYÁNI	WHITE	11	11	12	10	10	10	12	11	9	8	11	9	35	55	40	55	33	60
VIÁSAL	RED	12	12	12	10	10	8	13	9	7	4	8	6	35	55	40	44	30	55

SPECIES		WEAPONS	RCH	ZD	ATK	DEF	IMPACT	SPECIAL	DODGE	PRESS	TAR	SHOCK	OTHER SKILLS	ML
ARÁK	SMALL	MANKAR	2	d6	60	55	d8+3E		55	60 RCH 0	1	50	FLETCHING	52
		KNIFE	1T	d6	60	50|60	d8+1P	IMPACT TA 3P					HERBLORE	77
		PUNCH	0	d3	60	40|60	d6−3B	IMPACT TA 2B						
		SMALL BOW	·	var.	52	·	d8+3P · BLD 5	BASE RANGE 120						
HYÉKA	BROWN	PICKAXE, 5 LB	3	d6	55	45	d8+4P · AR 3	2-HANDED	50	50 RCH 0	1	55	ANIMALCRAFT	24
		MANKAR	2	d6	55	50	d8+3E						METALCRAFT	66
		DAGGER	2T	d6	55	55	d8+2P						MINERALOGY	70
		PUNCH	0	d3	55	35|55	d6−3B	IMPACT TA 2B						
KHÁNU	GREAT	MANG	4	d6	55	45	d8+5E		45	55 RCH 0	1	65	ARCHERY	44
		SHIELD*	0	d6	55	55|45	d6+2B	MOD 10* · DEF 3					CLIMBING	40
		DAGGER	2T	d6	55	55	d8+3P						COMMAND	66
		PUNCH	0	d3	55	35|55	d6−2B	IMPACT TA 2B					THROWING	55
KYÁNI	WHITE	JAVELIN	4T	d6	55	55	d8+4P	2-HND · BR 40	50	55 RCH 0	1	55	ANIMALCRAFT	57
		MANKAR	2	d6	50	45	d8+3E						JEWELCRAFT	55
		DAGGER	2T	d6	55	55	d8+2P						WEAPONCRAFT	60
		PUNCH	0	d3	55	35|55	d6−3B	IMPACT TA 2B						
VIÁSAL	RED	HANDAXE	4	d6	55	45	d8+6E	2-HANDED	50	55 RCH 0	1	60	ARCHERY	44
		MANKAR	2	d6	55	50	d8+4E						CLIMBING	44
		DAGGER	2T	d6	55	55	d8+3P						COMMAND	62
		PUNCH	0	d3	55	35|55	d6−2B	IMPACT TA 2B					THROWING	55

* Shield Modifier 10 (MOD 10) applies as a bonus to Blocks, Dodges, and Press Attacks; and as a penalty to opponent's test when the wielder is involved in a Counterstrike (see page 98).

GÂRGÚN TARGET			ARÁK				HYÉKA				KHÁNU				KYÁNI				VIÁSAL					
ZN	LN	LOCATION	B	E	P	F	B	E	P	F	B	E	P	F	B	E	P	F	B	E	P	F	LOCATION	SHOCK
1–2	1–2	HEAD	2	3	1	3	2	3	1	3	8	**14**	**10**	8	2	3	1	3	8	**14**	**10**	8	HEAD	◍❺
	3	NECK	2	2	1	2	2	2	1	2	2	2	1	2	2	2	1	2	2	2	1	2	NECK	●❺▽
	4–7	UPPER ARM	2	3	1	3	2	3	1	3	6	$\boxed{11}$	$\boxed{6}$	8	4	5	2	5	6	$\boxed{11}$	$\boxed{6}$	8	UPPER ARM	◍❸▾
	8–9	LOWER ARM	2	2	1	2	2	2	1	2	2	2	1	2	2	2	1	2	2	2	1	2	LOWER ARM	○❶▾
	10	HAND	2	2	1	2	2	2	1	2	2	2	1	2	2	2	1	2	2	2	1	2	HAND	❷▼
3–4	1–4	THORAX	2	4	1	4	2	4	1	4	6	$\boxed{11}$	$\boxed{6}$	8	4	6	2	6	6	$\boxed{11}$	$\boxed{6}$	8	THORAX	◍❹
	5–7	ABDOMEN	2	4	1	4	2	4	1	4	6	$\boxed{11}$	$\boxed{6}$	8	2	4	1	4	6	$\boxed{11}$	$\boxed{6}$	8	ABDOMEN	●❹
	8–10	PELVIS	2	4	1	4	2	4	1	4	2	4	1	4	2	4	1	4	2	4	1	4	PELVIS	◍❹
5–6	1–5	UPPER LEG	2	3	1	3	2	3	1	3	2	3	1	3	4	5	2	5	2	3	1	3	UPPER LEG	◍❸▽
	6–8	LOWER LEG	2	4	1	4	2	4	1	4	2	4	1	4	2	3	1	3	2	4	1	4	LOWER LEG	○❶▾
	9–0	FOOT	2	3	1	3	2	3	1	3	2	3	1	3	2	3	1	3	2	3	1	3	FOOT	❷▾
			AREA AV:			3	AREA AV:			3	AREA AV:			6	AREA AV:			4	AREA AV:			6	AREA	❻
			cloth cap, tunic, vest, trousers, swaddle				cloth cap, tunic, vest, trousers, swaddle				cloth cap, tunic, trousers, swaddle | plate helm | scale byrnie				cloth cap, tunic, vest, breeches, swaddle | pelt mantle, cuisse				cloth cap, tunic, trousers, swaddle | plate helm | scale byrnie				*All Gargun have natural fur 2·2·1·2.*	

GÂRGÚN VS. HUMAN TARGET

ARÁK	OTHER	LN	LOC
1 $\boxed{2}$	1 $\boxed{1}$	1–5	HD
		6–8	FA
		9–10	NK
2–3 $\boxed{1}$	2–3 Ⓐ	1–3	SH
		4–6	UA
		7	EL
		8–9	FO
		10	HA
4–7 Ⓐ	4–7 Ⓐ	1–4	TX
		5–7	AB
		8–10	PV
8–10 Ⓐ	8–10	1–4	TH
		5	KN
		6–8	CA
		9–10	FT

VARIABLE COLOURATION

FUR	ARÁK	HYÉKA	KHÁNU	KYÁNI	VIÁSAL
BLACK	01–04	01–10	01–80	01	01–10
BROWN	05–13	11–75	81–94	02–08	11–40
RED	14	76–80	95	09	41–85
AUBURN	15–20	81–85	96	10	86–95
DARK BLONDE	21–22	86–91	97	11–30	96
BLONDE	23	92–95	98	31–45	97
WHITE/GREY	24	96–97	99	46–96	98
TAWNY	25–30	98–99	00	97–00	99–00
STREAKED*	31–00	00	·	·	·

EYES	ARÁK	HYÉKA	KHÁNU	KYÁNI	VIÁSAL
BROWN	01–55	01–55	01–55	01–30	01–40
HAZEL	56–60	56–60	56–60	31–40	41–50
GREY	61–65	61–65	61–65	41–65	51–55
GREEN	66–70	66–70	66–70	66–70	56–60
VIOLET	71–80	71–80	71–80	71–80	61–70
YELLOW	81–00	81–00	81–00	81–00	71–00

**To generate the STREAKED fur of an Arak, roll 1d30 twice (re-rolling duplicates). A streaked Hyeka is always black-brown.*

Ívashù

Also known as the *Fatherless Multitude* or the *Accursed Beasts of the Barren Cycle*, the Ivashu are strange creatures allegedly created by the god Ilvir at Araka-Kalai on the island of Hârn. Ivashu have no gender and no ability to reproduce, but Ilvir reincarnates their souls in new bodies each time they die. While most common on Hârn, Ivashu are found throughout Lythia and likely all of Kethira.

Six examples are detailed in the following section, but the true variety is uncountable. The Ívashù Generation rules on page 376 help GMs create any sort of Ivashu they can imagine—small or huge; aquatic or land borne; tentacled, horned, pincered, or fanged.

Ívashù Abilities

Ivashu possess a variety of strange features, including arcane powers, distorted bodies, and bizarre natural weapons. Given their common combative nature, many are captured for arena spectacles, such as the Pamesani Games. Some are intelligent and speak the Ivashi language. Even those who cannot articulate Ivashi seem to understand it intuitively or even telepathically when it is spoken (see Hailing Ivashu, right).

Aberrance: nearly all Ivashu possess Aberrance (page 187). Folk suffer its effect immediately if the Ivashu is patently grotesque or, otherwise, when they witness an overt expression of the creature's strange abilities.

Arcane Talents: many Ivashu possess Arcane Talents, so noted by the letter T next to the power's name in the Ivashu's list of skills. Unless otherwise noted, they are invoked as a 1-turn action using the routine on page 259.

Regeneration: Some Ivashu have the ability to heal injuries at a preternatural rate. An Aklash has such *regeneration* (page 373). In addition to the explanation in its entry, regeneration includes the following rules.

Shock State: regeneration does not affect the creature's recovery from Shock States.

KIA: regeneration ceases the moment the creature suffers a KIA shock state.

Bleeding: if regeneration heals a bleeding injury to a severity where it no longer meets the requirements to be a bleeder, then the bleeding stops.

Impairment: as regeneration reduces an injury's severity, any accompanying impairment also lessens. Thus, a Grievous injury that makes a zone unusable only imparts 10 impairment when it regenerates to a Serious injury. Upon regenerating to a Minor injury, the zone is unaffected (0 impairment).

Hailing Ívashù

Ilviran clergy of at least Circle III can use the Ivashi language in a special Ritual Devotion (page 328) to attract and perhaps control nearby Ivashu. The lexicon and syntax of such hailing varies according to clerical order and individual clergy. It can include chanting, singing, shrieking, and other wailing noises—all quite loud. However bizarre, the hailing is mundane, not arcane.

To hail an Ivashu, Ilviran clergy of Circle III or higher with at least one Piety take the following four steps.

[1] Time: the cleric spends 10 minutes articulating the sounds in the chosen fashion. Followers can contribute to the cacophony as assistants with a high enough Ritual ML.

[2] Test: the hailer spends one Piety and makes an **Ilvir Ritual (Ivashi Language • Creativity SR) Success Value** test (a CRE success increases SV by 1).

SUCCESS VALUE TEST

SV	RESULT
≤4	NO EFFECT
5	HAILING 1
6	HAILING 2
7	HAILING 3
8	HAILING 4
9+	HAILING 5

ÍVASHÙ PROXIMITY

DISTANCE	TN
5+ LEAGUES	0
< 5 LEAGUES	1
< 1 LEAGUE	2
< 1 MILE	4
< 1000 FEET	6

[3] Hailing Roll: each star result in step 2 grants a d10 Hailing Roll against a TN determined by how close the nearest Ivashu is (see Ivashu Proximity table). Roll each d10 separately against the same TN. Any number of successes hails at least one Ivashu. The GM selects the type and number—larger ones are usually solitary (so only one arrives no matter the successes); smaller ones arrive as a group (one or d6 per success). The same character's hailing attempt has effect only once per 5-league area per day.

[4] Control Test: how long it takes for the Ivashu to arrive varies according to their mobility and the terrain. Upon meeting them, the hailer makes an opposed test of **Ivashi (Command)** against the Ivashu's **Will** test (break successful ties). The hailer gains one minute of control over the Ivashu for each victory star. During this time, the hailer may issue commands as 1-turn actions by speaking Ivashi; the Ivashu then act accordingly on their own Initiative Rank.

A Will victory for the Ivashu means it resists control for one day, reacting with an aggressiveness measured by its victory star margin and own nature.

Unhailed Control: Ivashu met by chance may be controlled by qualified clerics who make the opposed control test in step 4 with –20 penalty.

ÁKLASH

6'–8' TALL · 600–800 LBS   LARGE

A voracious and aggressive omnivore, an Aklash has a hairless body covered in rolls of pale fat that rapidly heals from wounds even when it's unconscious. While a large, fanged mouth and sharp talons make it a dangerous foe, most alarmingly an Aklash can also exhale a cloud of nauseating gas. Strangely, its brain resides in the thorax.

Choking Wind: as a free action on its turn, an Aklash can try to belch a cloud of nauseating gas against one foe within 10 feet. The **Choking Wind** test dictates whether enough is ready to discharge that turn. Failure means the gas lies dormant for the indicated time. If discharged, the cloud engulfs the target and forces it to make a Shock Roll against SHK7.

	CHOKING WIND
CF	IDLE 2 ROUNDS (THEN RETEST)
F	IDLE 1 ROUND (THEN RETEST)
S	READY TO DISCHARGE
CS	READY TO DISCHARGE (–20 SHOCK ROLL)

Regeneration: at the end of its turn, roll d10 against TN2. A success reduces the most severe IL by one (see page 372).

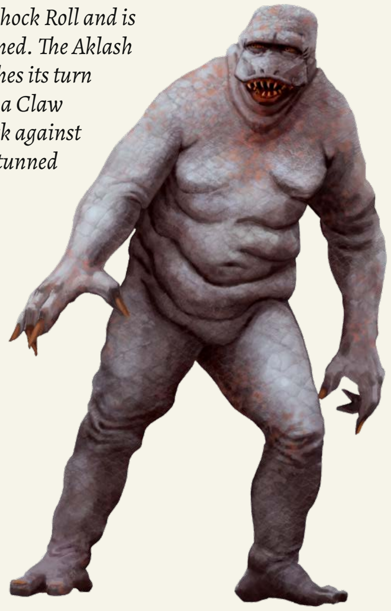
ATTRIBUTES			
STR	24	AUR	5
END	18	WIL	14
DEX	10	REA	4
AGL	8	CRE	2
PER	7	EMP	3
ABE	2	ELO	2

SKILLS	ML
AWARENESS	50
CHOKING WIND	75
INITIATIVE	60
SHOCK	88
SPIRIT	27
STEALTH	40
TRACKING	25
MOVE	45

WEAPON	RCH	ZD	ATK	DEF	IMPACT
CLAW	3	d6	74	64│74	d10+6E
BITE	1	d3	72	·│72	d8+7P · AR 2
PRESS	3	·	62	·│62	d6+24 STR
DODGE	·	·	·	40	·

ZN	LN	LOC	B	E	P	F	SHOCK
1–2 ☐1	1–8	HD	9	8	7	6	○❹
	9–10	NK	10	9	8	7	●❺▽
3–6 Ⓐ	1–5	UA	10	9	8	7	◍❸▽
	6–8	LA	9	8	7	6	○❶▾
	9–10	HA	8	7	6	5	❷▼
7–12 Ⓐ	1–5	TX	11	10	9	8	◍❺
	6–8	AB	12	11	10	9	●❹
	9–10	PV	11	10	9	8	◍❹
13–16	1–5	UL	10	9	8	7	◍❸▽
	6–8	LL	9	8	7	6	○❶▾
	9–10	FT	8	7	6	5	❷▾
TAR 2				AREA AV:		7	❻

***Choking Wind Example**: at the start of its turn, an Aklash makes a Choking Wind ML75 test—an 82 roll fails, so it does not gather enough Wind to exhale properly. A round later, at the start of its next turn, it tries again. A 41 roll succeeds, and so it immediately exhales the Wind against a target within 10 feet, who succeeds on the Shock Roll and is stunned. The Aklash finishes its turn with a Claw attack against the stunned foe.*



DÓMÔRSÈR

3' HIGH · 5' LONG · 175 LBS   MEDIUM

Also called *Nightcrawlers*, Domorsers resemble large, scaly wolves. They have padded feet, retractable claws, powerful jaws of long sharp teeth, and dark high-set eyes with excellent nocturnal vision. They hunt in small packs and seem to coordinate attacks without audible calls.

Paralysis: a nightcrawler's venomous fangs can induce paralysis. The Shock Roll of victims injured by its bite also determines whether the venom takes effect (HP 10 minutes • HR6 – IL).

	VICTIM SHOCK ROLL
CF	PARALYSIS IN D6 RD
F	PARALYSIS IN D6 MIN
S	NO EFFECT
CS	NO EFFECT

When multiple bites cause paralysis, only the instance with the lowest HR applies.

Sensitivity: a successful test lets them know the location of prey within Talent Index × 300 feet (CS includes the prey's awareness state—*sleeping*, *conscious*).

Telepathy: a successful test allows projected communication with other Domorsers within 600 feet for 1 minute. Reception is automatic.

ATTRIBUTES			
STR	16	AUR	12
END	18	WIL	16
DEX	8	REA	8
AGL	14	CRE	6
PER	20		
ABE	1		

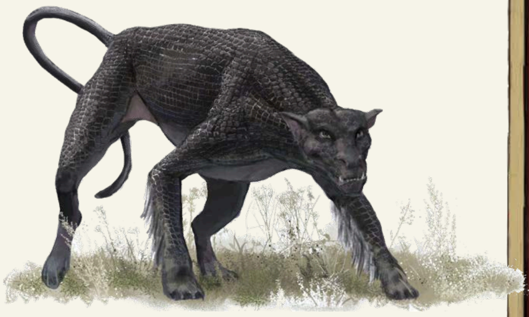
SKILLS	ML
AWARENESS	90
CLIMBING	55
INITIATIVE	60
SHOCK	75
JUMPING	75
SENSITIVITY (T)	70
SPIRIT	56
STEALTH	85
TELEPATHY (T)	70
MOVE	140

WEAPON	RCH	ZD	ATK	DEF	IMPACT
BITE	1	d2	80	·│80	d8+3P · AR 2
CLAW	1	d4	75	·│75	d10+2E
PRESS	1	·	75	·│75	d6+16 STR
DODGE	·	·	·	85	·

ZN	LN	LOC	B	E	P	F	SHOCK
1	1–6	HD	5	7	6	4	◍❺
	7–10	NK	6	8	7	5	●❺▽
2–3	1–10	FLG	5	7	6	4	○❷▾
4–8	1–5	TX	6	8	7	5	◍❹
	6–8	AB	6	8	7	5	●❹
	9–10	PV	6	8	7	5	◍❹
9–10	1–9	HLG	5	7	6	4	○❷▾
	10	TL	4	6	5	3	❶▾
TAR 1				AREA AV:		5	❻

***Paralysis Example**: a Domorser successfully bites Elben, inflicting an M1P injury to his left forearm. Even with such a slight wound (SHK 2), the character tests Shock to determine whether the Nightcrawler's venom takes effect. Against Shock ML60, the roll is 72—Failure (F), so paralysis will overcome him in d6 minutes (the GM secretly rolls 4 minutes).*

*Elben survives the battle but four minutes later becomes paralysed, falling prone and unable to move. The paralysis is an ailment with HR5, equal to HR6 minus the M1 of the causal injury. The Healing Period is 10 minutes, when Elben tests his **HB12 × HR5** on the Exposure Healing Roll table (page 185). The paralysis ends at HR6.*



HRÚ

12'–15' TALL · 6000–8000 LBS   COLOSSAL

During the day a Hru takes shape as an inert pile of rocks or a large boulder. Groups of up to forty lay strewn across high mountain wastes. During the night they usually transform into *Rock Giants*, immensely bloated humanoid shapes with dry, hardened bodies. They remain peaceful, unless their stony fastness is defiled or threatened.

Rumble: at night Hru converse with each other through strange, rumbling songs. The register is so deep that it causes discomfort in other beings. Non-Hru within a league must test **Endurance** at the start of each turn or suffer −20 penalty to all actions for one round.

Trample: when moving over a prone target, a Hru may make one kick attack. See Animal Special Abilities (page 354) for the entire Trample description.

Transform: an hour before sunrise, a Hru tests **Spirit** once every minute. Any success transforms it into a pile of rocks or single boulder (repeat until successful). Duration: until an hour after sunset.

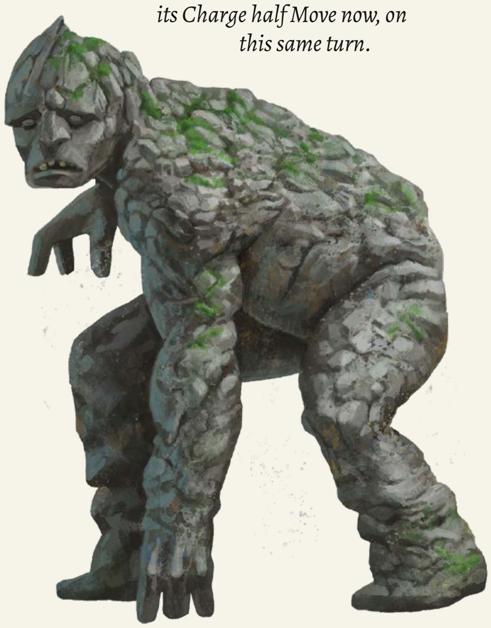
ATTRIBUTES			
STR	50	AUR	6
END	40	WIL	12
DEX	8	REA	10
AGL	6	CRE	4
PER	8	EMP	6
ABE	3	ELO	1

SKILLS	ML
AWARENESS	30
INITIATIVE	55
SHOCK	90
SPIRIT	27
STEALTH	21
MOVE	35

WEAPON	RCH	ZD	ATK	DEF	IMPACT
PRESS	6	·	60	· |60	d6+50 STR
KICK	7	d16	60	· |60	d6+21B
PUNCH	6	d16	60	50|60	d6+20B
DODGE	·	·	·	35	·

ZN	LN	LOC	B	E	P	F	SHOCK
1–4 6	1–8	HD	21	22	21	23	◍❺
	9–10	NK	19	20	19	21	●❺▽
5–12 3	1–5	UA	21	22	21	23	◍❸▽
	6–8	LA	20	21	20	22	○❶▾
	9–10	HA	9	10	9	11	❷▼
13–28 Ⓐ	1–4	TX	21	22	21	23	◍❹
	5–7	AB	21	22	21	23	●❹
	8–10	PV	21	22	21	23	◍❹
29–40 Ⓐ	1–5	UL	21	22	21	23	◍❸▽
	6–8	LL	20	21	20	22	○❶▾
	9–10	FT	19	20	19	21	❷▾
TAR 4				AREA AV:	23		❻

Overrun Example*: a Hru engaged with three human soldiers from five feet away selects the Charge action and makes a Press Attack (page 106) against one of them. The Hru's test succeeds (S), while the soldier's Dodge test fails (F). The Press Rolls are 54 (Hru) versus 13 (soldier)—the soldier is knocked back ten feet, prone, and makes a SHK 7 Shock Roll. The Overrun rule (page 353) allows the Hru to ignore the two other soldiers' EZ and take the 15 feet of its Charge half Move now, on this same turn.*



NÓLAH

6–7' TALL · 2–300 LBS   MEDIUM

The Dank Stalker inhabits damp caves and ruined dungeons or hides beneath remote shadowy bridges. Able to contort their moist, hairless bodies through slim cracks of rock and earth, Nolahrin stalk prey alone, with silent cunning. An arcane talent allows them to lure far-off victims to their lairs. A Nolah has a ghastly taste for human flesh and will often stack its victim's bones into bizarre cairns.

Contort: Nolahrin may squeeze through cracks at least 3" wide with Move 10.

Yearning Geas: as a one-minute action, a Nolah tests **Geas** against any creature within half Index miles in an attempt to lure it to its location (not always its lair). The victim opposes with a **Spirit** test (break ties). Awake targets get +20 bonus.

OPPOSED GEAS–SPIRIT TEST

3	RESISTED · GEAS & NOLAH'S LAIR SENSED
2	RESISTED · GEAS SENSED
1	RESISTED
1	LURED TO LAIR · ARRIVES CONFUSED
2	LURED TO LAIR · ARRIVES STUNNED
3	LURED TO LAIR · ARRIVES SLEEPWALKING

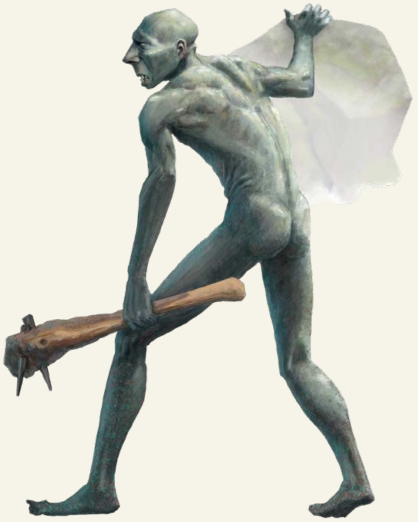
ATTRIBUTES			
STR	14	AUR	15
END	19	WIL	11
DEX	12	REA	12
AGL	17	CRE	12
PER	13	EMP	8
ABE	1	ELO	5

SKILLS	ML
AWARENESS	60
GEAS (T)	65
INITIATIVE	60
SHOCK	80
SPEAK IVASHI	32
SPEAK (*OTHER*)	16
SPIRIT	52
STEALTH	75
MOVE	65

WEAPON	RCH	ZD	ATK	DEF	IMPACT
MORN.STAR	6	d8	70	60	d8+6P · AR 1
GRAB	2	d4	75	· |75	d6+14 STR
DODGE	·	·	·	75	·

ZN	LN	LOC	B	E	P	F	SHOCK
1	1–8	HD	5	7	6	5	◍❺
	9–10	NK	6	8	7	6	●❺▽
2–3	1–5	UA	6	8	7	6	◍❸▾
	6–8	LA	5	7	6	5	○❶▾
	9–10	HA	4	6	5	4	❷▼
4–7	1–4	TX	6	8	7	6	◍❹
	5–7	AB	6	8	7	6	●❹
	8–10	PV	6	8	7	6	◍❹
8–10	1–5	UL	6	8	7	6	◍❸▽
	6–8	LL	5	7	6	5	○❶▾
	9–10	FT	4	6	5	4	❷▾
TAR 1				AREA AV:	6		❻

Yearning Geas Example*: a Nolah targets a sleeping Galmos two miles away. The Geas test roll is 33 (Success); Galmost fails his Spirit test (F), so rises and sets off for the Nolah's cave, awake but confused about the need for the sudden midnight hike. See the page 187 sidebar for the outcome.*



UMBÁTH

2' TALL INCARNATION TINY

Otherwise known as *Bearers of the Mask* or *Gargoyles*, the Umbathri are found in all parts of Kethira—above or below ground, in cities or the wilderness. They appear as grey, squat, and exceedingly ugly humanoid figures with yellow eyes, a ghastly red tongue, and a tail. They act both alone and in insanely babbling packs of up to two dozen. Their behaviour is capricious and often maddening.

Incarnation: an Umbath's body is like the form of an incarnated spirit (page 393). However, while it has a definite shape, observers must successfully test **Awareness** to see it in dim lighting (CS to see it in deep shadows).

An Umbath tests dodge to avoid melee attacks and has three zone numbers in its Body Location table. Only enchanted weapons or spells have effect. If struck, it must successfully test **Spirit** to avoid dissolution and loss of form for d6 days (CF 3d6 days). After this period, it automatically reassumes form.

Umbathri fly away when they cease harassing their targets (see Torment).

ATTRIBUTES			
ABE	1	AUR	19
		WIL	12
		REA	13
		CRE	16

SKILLS	ML
INITIATIVE	65
SPIRIT	80
TORMENT (T)	95
MOVE (FLY)	85

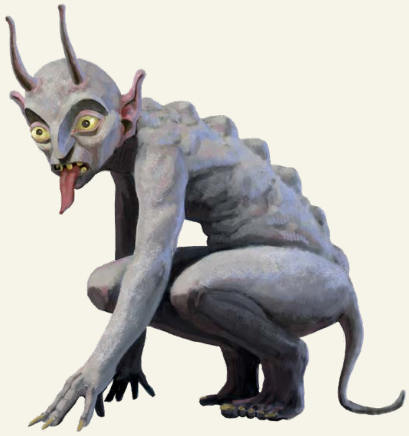
WEAPON	RCH	ZD	ATK	DEF	IMPACT
DODGE	·	·	·	70	·

ZN	LN	LOC	B	E	P	F	SHOCK
1–3	·	·	·	·	·	·	SPIRIT

TAR 1 AREA AV: · ·

Torment (1-turn): the Umbath chitters unintelligibly, testing **Torment** against a target within 5 feet. A success imparts chaotic thoughts, forcing the victim to test **Spirit** (Torment CS –20 penalty):

	TARGET SPIRIT TEST
CF	Target suffers 2 PSY levels. The Umbath torments the target again in 2d12 hours.
F	Target suffers 2 PSY levels. Roll d10 against TN6: (S) Umbath torments the target again in d12 hours; (F) it ceases tormenting.
S	No effect. Roll d10 against TN6: (S) Umbath torments again in 2d12 hours; (F) it ceases.
CS	No effect. The Umbath flees.



***Torment Example**: an incarnated Umbath flitters about Nolora's head and shoulders, tormenting her with its babbling and twittering. The Torment test roll is 41—Success (S). The roll against Nolora's Spirit ML60 is 62—Failure (F); so she suffers two Psyche Stress Levels. The d10 roll against TN6 for the Umbath is 8 (failure), so it flies off, seemingly satisfied with the trauma inflected—or looking to find its pack and return.*

VLÁSTA

18" TALL · 20 LBS TINY

With mud-brown scales, powerful hind legs and tail, stunted forepaws, and a protruding snout of jagged teeth, Vlasta are a true menace belied by their tiny size. Voraciously attacking foes in groups of up to a dozen—usually in the dark—the *Swift One* darts about making running leaps of up to twenty feet. Not afraid even of human-sized targets, Vlasta usually aim for the face to peck out the eyes. Luckily for the victims, these *Eaters of Eyes* have very fragile bones, easily crushed, and they remain dormant during the day in underground warrens.

Acute Senses: a Vlasta sees perfectly in darkness and may track with its excellent sense of smell (Scent 3; see page 353).

Disorientation: in broad daylight at the start of a Vlasta's turn, roll d10 against TN5; failure means reduce all its tests by one success level for one round.

Eye Gouge: when a Vlasta strikes the face location, roll *d4* on the FACE OPTION subtable (page 167). If it inflicts a Grievous Injury to an eye (either at once or through compounding), the eye is plucked out.

ATTRIBUTES			
STR	4	AUR	3
END	10	WIL	10
DEX	16	REA	2
AGL	20	CRE	4
PER	17		
SNT	3		
ABE	1		

SKILLS	ML
AWARENESS	70
INITIATIVE	52
SHOCK	52
JUMPING	60
SPIRIT	18
STEALTH	54
MOVE	90

WEAPON	RCH	ZD	ATK	DEF	IMPACT
BITE	0	1/d6	84	· |84	d8–3P
CLAW	0	1	88	· |88	d10–5E
DODGE	·	·	·	95	·

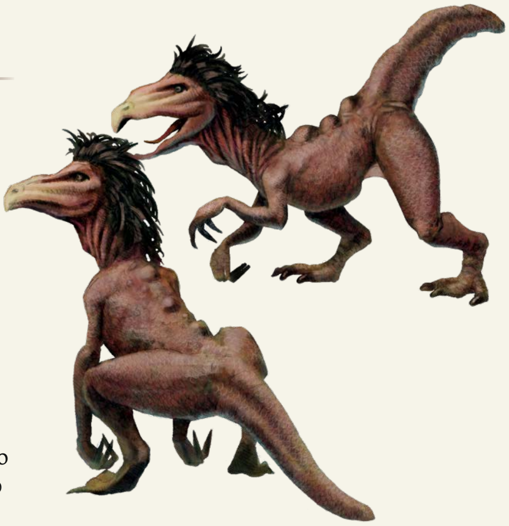
ZD 1/d6: see Tiny Size (page 401).

ZN	LN	LOC	B	E	P	F	SHOCK
1	1–6	HD	–5	–2	–2	–3	◍❺
	7–8	NK	–4	–1	–1	–2	●❺▽
	9–10	ARM	–6	–3	–3	–4	○❷▼
2	1–10	TRS	–4	–1	–1	–2	●❹
3	1–5	LEG	–5	–2	–2	–3	○❸▼
	6–10	TL	–5	–2	–2	–3	❶▼

TAR 1 AREA AV: –3 ❻

Leaping Attack: a Vlasta always attempts leaping bite attacks against larger foes. With a Charge action, it automatically strikes Zone 1 of a human-sized target, and then centres its d6 location die around the face—see Eye Gouge (left).

Without a charge, a successful d10 roll against TN6 allows it to perform the Leaping Attack, as above. On a failed leap, a successful strike uses a d8+2 roll to determine the zone struck (thus, ZN3–10 against human-sized targets).



ÍVASHÙ GENERATION

Create an Ivashu by selecting or generating randomly its characteristics in the following tables. Refer also to the Creature Size table on page 401 and, most importantly, to the existing Ivashu and entities found throughout the chapter as models.

D100	BODY TYPE
01–50	HUMANOID
51–65	QUADRUPED
66–75	AVIAN
76–85	SERPENTINE
86–90	AMORPHOUS
91–95	AMPHIBIOUS
96–00	AQUATIC

D100	WINGS/TAIL
01–70	NONE
71–73	WINGS
74–75	WINGS*
76–85	TAIL
86–95	WINGS & TAIL
96–00	WINGS* & TAIL

* FLIGHTLESS

D100	ACTIVITY
01–60	DIURNAL
61–90	NOCTURNAL
91–00	CREPUSCULAR

D100	DIET
01–30	HERBIVORE
31–35	OMNIVORE
36–00	CARNIVORE

D100	BEHAVIOUR	INITIATIVE SM
01–25	FURTIVE	3
26–40	CAUTIOUS	4
41–60	DEFENSIVE	5
61–80	PREDATORY	5+1 Mastery Boost
81–00	AGGRESSIVE	5+2 Mastery Boosts

D100	HABITAT
01	URBAN
02–05	RURAL (CROPLAND, PASTURE)
06–35	WILDERNESS (FOREST)
36–50	WILDERNESS (DESERT/BARREN)
51–65	WILDERNESS (ALPINE)
66–80	AQUATIC (FRESHWATER)
81–90	AQUATIC (SALTWATER)
91–00	UNDERWORLD

D100	SIZE		STR	LBS	SBF
01–10	TINY	T	1–4	20	1.00
11–30	SMALL	S	5–9	100	1.00
31–60	MEDIUM	M	10–19	400	1.00
61–75	LARGE	L	20–29	800	0.90
76–85	BIG	B	30–39	1600	0.70
86–93	HUGE	H	40–49	3200	0.50
94–99	COLOSSAL	C	50–59	6400	0.40
00	TITANIC	TC	60–69	12,800	0.30

ABERRANCE: Ivashu have ABE from 1 to 3. Truly grotesque physiologies increase it by 1 or 2 more. Usually only especially malign *spirits* have ABE scores of 6 or more.

ATTRIBUTES: Strength (STR) is a function of size (mass). Endurance (END) is usually within 80% of the STR score, but can equal or exceed it. While ABE often replaces Comeliness (CML), Ivashu can exhibit all the other ten attributes. Simply select their scores (1–20), or roll 1d6, 2d6, or 3d6.

Scent (SNT): randomly determine a Scent Index by rolling 2d6 – 2d6 (≤ 0 means none).

SKILLS: all Ivashu understand, at least telepathically, the Ivashi language (some might speak it); most have Awareness, Initiative/Shock, Spirit, and Stealth; add others as appropriate (Swimming, Jumping).

Skill Base (SB): use the SB as found on the Skills List table (page 46). Most natural weapon SB are AGL•WIL, but use DEX•AGL for the claws of humanoid-like arms.

Skill Base Factor (SBF): when computing a SB that includes STR and/or END, multiply these Attributes by the special SBF listed in the Size table (left). This gives a relative score that keeps ML near the 1–100 range.

Skill Multiple (SM): Initiative SM is given in the Behaviour table (left). Assign SM for other skills using like ranges, according to the associated behaviour. Thus, a *blundering* Ivashu has Stealth SM3; a *sly* one, SM5+2 MB.

The SM of the primary natural weapon—bite, claw, tail—is the same as for Initiative. Perhaps lower 'secondary' weapons by 1 SM.

MASTERY LEVEL: figure ML as usual: SB times SM plus any Mastery Boosts (page 46).

MOVE: model the precise score after a similar existing creature.

WEAPONS: refer to the Creature Size table (page 401) for weapon Zone Dice and Reach. Natural weapon Impact Dice vary by three levels of lethality (low, moderate, or high), reflecting their size or imposingness:

WEAPON	LOW	MOD	HIGH
BITE [P]	d4	d6 AR1	d8 AR2
CLAW [E]	d6–1	d8–1	d10–1
TAIL [B]	d6–4	d6–3	d6–2

To get the final weapon impact, modify the above Impact Die by the Strength Impact Modifier (page 97). For example, the 'monstrous' (high lethality) claws of a STR26 Ivashu inflict d10+7E (d10 – 1 + 8 STR mod).

HIT LOCATION TABLE: Zone Numbers (ZN) are a function of size (see page 401 table). Model the precise Hit Location table, and its various Shock Numbers (1–5), on the most appropriate existing example.

ARMOUR VALUE: AV equals Strength Impact Modifier adjusted by the outer covering:

COVERING	B	E	P	E
HAIR	0	1	0	1
HIDE	1	2	1	3
FUR	3	2	1	3
SCALES	3	5	4	2

Final AV is highly variable: adjust according to Body Location (thin or thick areas), and refer to existing creatures as models.

WONDROUS TRAITS

Select or generate randomly d3 wondrous traits. However bizarre, Ivashu traits are mundane (aside from Arcane Talents).

D100	WONDROUS TRAIT
01–04	**ANIMATIVE**: able to transmute form or appearance into an object; see the *Transform* ability of the Hrú (page 374) as an example.
05–10	**BLINDING**: emits bright flashes, either intermittently or as an action; see the *Flash* spell (page 233) as a model.
11–16	**CHAMELEON**: blends in to its natural habitat; when still, Stealth tests receive +2 Success Levels; when moving, +1 SL.
17–22	**CONTAGIOUS**: either a penetrating strike, or simply having its body touched, transmits a disease (generate on page 183).
23–28	**ELASTIC**: able to stretch appendages and/or its entire body; such contortions take a free action but are effectively instantaneous.
29–34	**HYPNOTIC**: physique includes a natural quality that Stuns onlookers within 30 feet for one round (successful Will test each turn avoids).
35–40	**IMPERVIOUS**: has extreme additional AV (e.g. +50) against one or more types of impact; or against non-arcane damage.
41–46	**INCARNATE**: able to dematerialise, even partially; see the *Incarnation* ability of the Umbáth (page 375) as an example.
47–52	**MEPHITIC**: emits a gas that debilitates or inflicts Area F-impact . See *Choking Wind* of the Áklash (page 373) as an example.
53–58	**NOISY**: transmits an intermittent pulse of sound that deafens victims for a round, and/or inflicts –20 penalty to hearing tests for an hour.
59–64	**REGENERATIVE**: heals injuries quickly; see the general discussion (page 372), and the *Regeneration* ability of the Áklash (page 373).
65–70	**RESISTANT**: Fire or Frost impact is halved; could also similarly halve B, E, or P impact, according to physiology.
71–76	**SHOCKING**: either touching, or being touched, inflicts a SHK7 Shock Roll; could also be an intermittent area 'pulse' (15-foot effect).
77–82	**SHOOTER**: possesses natural missiles, such as needles (as a taburi or javelin) or for envelopment (as a net).
83–88	**TALENTED**: generate or select a number of Arcane Talents equal to Aura Index (page 40 sidebar table), each developed to SM5.
89–94	**TOXIC**: assailants touching its body suffer lethal poison or paralysis (as Venomous, above); clothing/armour AV could also first be reduced.
95–00	**VENOMOUS**: bite, sting, or claw induces lethal poison or paralysis. See *Paralysis* of the Dómôrsèr (page 373) as an example.

Môrvrin

At the centre of Morgathian Hell lies Bukrai, the *Orb That Cannot Be Viewed*, an utter black sphere of nothingness the communion with which drove the deity Morgath mad. Emanating from the Orb is an ethereal phenomenon called *the Shadow*, which flows from the Orb, through Morgath, and then on to his chief demonic servant, Klyss the Necromancer. Klyss is the Shadow's conduit to the physical world, where it corrupts mortals and turns them into the undead called Morvrin.

THE SHADOW OF BÚKRAI

The Shadow of Bukrai can infuse not only spirits and beings but also certain objects. Klyss has even taught priests arcane mysteries to summon the Shadow. By allowing such black magic, the deity flouts the Concordat of the Illimitable Tome, the agreement among the Lesser Gods to abstain from overt involvement with mortals. Such is the chaos wrought by Bukrai.

Shadow Strength

Every entity harbouring the Shadow is measured by its Shadow Strength score (SHA). Shadow Strength has no maximum, but its effect on others diminishes with range. Only touching a Shadow entity or being touched by one imparts the full SHA score. Every five feet of distance or fraction thereof to the target reduces SHA by one. If reduced to less than zero, the Shadow has no effect.

RANGE:	TOUCH	1'–5'	6'–10'	11'–15'	(+5')
RATING:	SHA	SHA – 1	SHA – 2	SHA – 3	(– 1)

Daylight: the effect of an entity's SHA is reduced by 2 in natural full daylight or by 1 in natural twilight. Being indoors or within firelight at night has no effect on SHA.

Overlap: a victim affected by several sources at the same time faces the sum of the individual SHA as a single rating.

Example 1: *at night a victim 20 feet away from a SHA4 source faces an effective SHA0.*

Example 2: *in full daylight, a victim touched by a SHA4 source while also 5 feet away from a different SHA2 source faces only an effective SHA2—from being touched by the SHA4 source in daylight (4 – 2 = 2). The SHA2 source is reduced to less than zero.*

SHADOW IN THE ASTRALSCAPE

In the spirit world the soul of an entity with the Shadow exudes its full strength only against souls engaging it in Spirit Conflict. Otherwise, there is no effect.

The Shadow of an object in the physical world affects souls in the astralscape only when they attempt animation (page 297) with it.

Resisting the Shadow

Characters in an area affected by the Shadow must test **Spirit** at the start of their turn. The result applies immediately. Entities themselves possessing Shadow Strength need not test—they are well beyond 'resisting'.

Shadow Depth: apply a penalty to the test equal to 5 times the total Shadow Strength affecting the victim.

SHADOW RESISTANCE

	SPIRIT – 5 PER SHA TEST
CF0	**CATATONIC:** characters suffer three Shadow Stress levels (SL3) and are unaware, unable to move, act, or defend. A successful Shadow Resistance test at the start of their next turn forces them to flee as if terrified (below); failure keeps them catatonic and inflicts 1 SL (retest each turn).
CF5	**TERRIFIED:** characters suffer two Shadow Stress levels (SL2) and flee the source at a full Move if possible, with no Counterstrike defence allowed. Characters suffer 1 SL each round while still within Shadow. If safe from the source for ten minutes, the terrified condition is removed.
F	**DISTURBED:** characters suffer one Shadow Stress level (SL1) and must move out of the Shadow's effect, suffering 1 SL each round while still within it. Once clear, the disturbed condition is removed.
S	**RESIST THE SHADOW**: characters resist the effect of all sources of the Shadow for one round.
CS	**IMMUNE TO SHADOW**: characters are immune to the effect of all sources of the Shadow for ten minutes.

See the sidebar on page 378 for an example of resisting the Shadow.

Shadow Stress Levels

A character who accrues Shadow Stress Levels (SL) suffers both physically from impaired vision and coordination, and mentally from crushing despair.

Shadow Cloud: as soon as characters acquire SL, their vision becomes darkened and blurred, and movements turn sluggish. They suffer a SL × 5 penalty to PER-based tests of vision and AGL-based tests. Dodge, Move, and Stealth instead have a SL × 10 penalty.

Psyche Trait: about 10 minutes after initially acquiring SL from the present encounter, the character gains a permanent Psyche Trait (page 188). During Shadow Recovery there is a chance the trait improves to indefinite.

If the victim already had a Psyche Trait before accruing the SL, then the player and GM might decide to increase its *intensity* instead of having the character acquire a new trait. In this case, the old trait would increase to an impulse, and an old impulse to a disorder.

DYING WITH SHADOW LEVELS

Characters with Shadow Stress Levels who die from any cause must immediately Face the Shadow, just as if they rolled a CF on a Shadow Recovery roll.

THE SHADOW EXAMPLE

Elben approaches a sarcophagus, the lid of which is a Morgathian relic infused with Shadow Strength 3. When 15 feet away, he makes a Shadow Resistance test against his Spirit ML75 with no penalty. A roll of 85 (CF5) means he is terrified, fleeing for 10 minutes and accruing two Shadow Stress Levels (SL2).

Elben immediately suffers the Shadow Cloud *(–10 penalty to sight-related PER- and AGL-based skills; –20 penalty to Dodge, Move, and Stealth). After staggering away for ten minutes, he randomly acquires a* permanent *Angry psyche trait. He eventually emerges from the crypt and reaches safety.*

The GM rolls d6 to schedule the first Shadow Recovery Will test: 3 days later. On that day, Elben tests Will ML65, and a roll of 43 removes one SL, lessening the Shadow Cloud penalties to –5/–10. The Angry trait remains.

The next Recovery test is four days later, and, this time, the Will test 73 fails—Elben falls unconscious until the Shadow is expelled (this effectively mutes his anger for the time being). The player notes that Elben only has one Fate Point left, so she saves it in case it is needed to improve a CF roll, to avoid Facing the Shadow.

Unconscious for three more days, Elben then succeeds on the next Will test, removing the final SL and the Shadow Cloud, and so does not hear from Myrvria the Temptress. The player elects to make a Fate Roll, succeeds, and improves this last Will test to CS. Thus, his Angry trait becomes indefinite *with d3 PSY levels, and is recovered from separately as Psyche Stress (page 189).*

Shadow Recovery

Once having accrued Shadow Stress Levels, characters automatically begin recovery. The consequences to the soul for failure are dire.

Shadow Recovery rolls are **Will** tests made every d6 days, counted from when the stress was acquired. Throughout recovery the character still suffers from Shadow Cloud and its accompanying penalties (page 377) according to the current amount of SL.

Exorcism: some religions teach clergy a Ritual Devotion called Exorcism (page 320) to give victims a bonus to Shadow Recovery.

SHADOW RECOVERY

WILL TEST	
CF	**FACE THE SHADOW:** recovery fails; the character selects one of the three choices described when Facing the Shadow (below).
F	**UNCONSCIOUS:** no change to accrued SL and the character falls and remains unconscious until SL are reduced to 0 or less.
S	**REDUCE SL BY 1:** if reduced to 0, the Shadow is expelled and its associated penalties disappear. The permanent Psyche Trait remains.
CS	**REDUCE SL BY 2:** if reduced to 0 or less, the Shadow is expelled and its associated penalties disappear. Additionally, if the trait acquired from Shadow exposure was new, then it improves from Permanent to Indefinite (and the character gains d3 PSY and begins Psyche Stress Recovery).

Thus, if the character reduces SL to zero or less *without ever* rolling a Will CS during Shadow Recovery, then the character retains the Psyche Trait permanently. However, with even just a single CS during recovery, the permanent trait becomes indefinite, now itself undergoing Psyche Stress Recovery with d3 PSY levels (page 189).

Facing the Shadow

When characters fail to expel the Shadow, it immediately corrupts their bodies. Myrvria the Temptress, a servant of Klyss, forces their souls to *Face the Shadow*. The victims must make one of three dreadful choices:

EMBRACE THE SHADOW	The soul is imprisoned in *Durakhar*, Morgathian hell. The body keeps its appearance and personality as an undead *Amorvrus* (page 379), perhaps in time evolving into a demonic *Gulmora* (page 382).
VACATE THE BODY	The soul unanchors from the body and becomes an active Shade in the spirit world (page 396). Morgathians may control the vacated body as one of the mindless undead called *Dalmorvrus* (page 381).
ACCEPT TRUE DEATH	The soul unanchors from the body and journeys to the afterlife. The body starts to decay and the Shadow soon leaves, allowing only a moment for the body to be controlled as a *Dalmorvrus* (page 381).

A being always has these three choices when Facing the Shadow. Not even Morgath or his servants or Bukrai itself have the power to demand undeath.

Amôrvrin

The Free Undead • The Grey Undead

An Amorvrus is created when a being facing the Shadow decides to *embrace the Shadow* (Choice 1, page 378). At that moment the soul becomes captive in the spirit world in Morgathian hell (*Durakhar*). The body, still anchored by the captive soul, then enters the first Shadow Life of its undead existence.

Amorvrin retain all the abilities they possessed before being corrupted. They inhabit their body and have perspective in the physical world. Although Amorvrin retain free will, they must obey Klyss the Necromancer when he calls upon them to advance Morgath's influence in the world.

Amorvrin have these characteristics:

Captive Soul: the soul cannot become active, and other souls outside of Durakhar cannot engage it with spirit actions. Since the captive soul remains anchored to a body, Aura still manifests and so its True Form is still detectable from the physical world. An Amorvrus can suffer Aural Shock, such as from its own spellcasting or from being the target of Aural Blast.

Damnation: upon first embracing the Shadow, Amorvrin permanently halve their Morality score (MOR).

Shadow Strength: upon first embracing the Shadow, Amorvrin gain a base Shadow Strength 1 (SHA 1).

Tireless: Amorvrin no longer have to breathe, eat, drink, or sleep. They can still perform these functions—for appearance's sake—but have no need to. They are thus immune to asphyxia, starvation, thirst, sleep deprivation, and fatigue (spellcasting Amorvrin are especially powerful). They also no longer suffer from Shadow Cloud.

Undeath: Amorvrin make Shock Rolls in response to injuries and can suffer impairment. They heal injuries as usual. However, they ignore the Shock States STN, INC, and UNC and are immune to extended shock and anaemia. If they suffer a KIA Shock State from an injury or from bleeding, their body dissolves to powder and disperses to the wind. They then make a Spirit test to begin another Shadow Life (below).

SHADOW LIVES

A being who embraces the Shadow receives the reward of Shadow Life—the ability to be resurrected as an Amorvrus up to 12 times. The first Shadow Life begins 13 hours after the initial choice is made to embrace the Shadow. Each time it suffers KIA Shock, the Amorvrus makes a **Spirit** test on the SHADOW LIFE table (include –5 penalty for each previous Shadow Life the Amorvrus has had).

SHADOW LIFE

	SPIRIT TEST (–5 PER PREVIOUS SHADOW LIFE)
CF0	**EMBRACE THE SHADOW**: the Amorvrus is resurrected into its next Shadow Life 13 months later. This usually takes place in some hidden place set aside beforehand—a crypt or special chamber. If the Amorvrus is resurrected into the thirteenth Shadow Life, it is transformed instead into a *Gulmora*.
CF5	**EMBRACE THE SHADOW**: as above, but the resurrection is 13 fivedays later (65 days).
F	**EMBRACE THE SHADOW**: as above, but the resurrection is 13 days later.
S	**EMBRACE THE SHADOW**: as above, but the resurrection is 13 hours later.
CS	**SOUL CHOICE**: as a Success above; *or*, the soul has the chance to escape captivity from *Durakhar*. If choosing to, it unanchors from its dead body (expelling the Shadow) and becomes a *Shade* (page 396).

Upon resurrection to its next Shadow Life, the Amorvrus recovers completely from physical impairment, although scars from old wounds might remain. Amorvrin retain Psyche Stress traits. See the sample Amorvrus on page 383.

APPEARANCE

Each Shadow Life reduces Comeliness by 2. Initially, an Amorvrus resembles its living self but with an unnatural pallor and a slight putrid smell of the grave. With each new Shadow Life, it becomes ghastlier, acquiring a uniform monstrousness shared more and more with other Amorvrin with each subsequent Shadow Life. Those in their twelfth Shadow Life all look essentially like nightmarish, inhuman corpses.

Aberrance: starting in the fourth Shadow Life, Amorvrin begin to express an Aberrance score (ABE) :

ABERRANCE

LIFE	ABE	DESCRIPTION
1–3	·	UGLY OR FLAWED
4–6	1	GHASTLY OR HORRIFIC
7–9	2	UNIQUELY MONSTROUS
10–12	3	UNIFORMLY MONSTROUS

SHADOW TRAITS

When an Amorvrus acquires a Shadow Life, roll d12 three times, once for each of the following three traits. If the result is less than or equal to the number of the newly acquired Shadow Life, then the Amorvrus acquires the given trait. Each occurrence stacks with the results of previous lives.

Shadow Strength: increase Shadow Strength (SHA) by 1.

Shadow Penalty: suffer –5 penalty to PER (all senses), EMP, and WIL tests.

Shadow Power: acquire a special Shadow Power (roll d12):

D12	SHADOW POWER
1	ARCANE TALENT
2	BÚKRAI ARTEFACT (ARMOUR)
3–5	BÚKRAI ARTEFACT (BLADE)
6	BÚKRAI ARTEFACT (RING)
7	BÚKRAI ARTEFACT (SHIELD)
8	COLD OF BUKRAI
9	EXTEND THE SHADOW
10	GLOOM OF BUKRAI
11	MUTE THE SHADOW
12	SHADOW CONTROL

Duplicate generated powers have an accumulating effect. See the SHADOW POWERS descriptions (page 380).

Example: *for an Amorvrus in the first Shadow Life, three d12 are rolled: 5, 1, and 12. The Amorvrus gains the Shadow Penalty trait (–5 penalty to PER, EMP, and WIL tests).*

At the start of the second Shadow Life, three more d12 are rolled: 1, 2, and 8. The Shadow Strength trait increases from SHA1 to SHA2; and the Shadow Penalty worsens to –10.

SHADOW RESURRECTION

According to Morgathian scholarship, Amorvrin that are resurrected into their next Shadow Life undergo an arcane phenomenon likely carried out by Klyss the Necromancer. When an Amorvrus' body is destroyed in the physical world, and its captive soul in hell Embraces the Shadow yet again, Klyss is able to reconstitute its body arcanely in the special crypt using Gateway forces. He then reanchors the soul's Aura to the body, thus beginning its next Shadow Life in the physical world.

SHADOW POWERS

ARCANE TALENT: Klyss bestows an Arcane Talent. Roll d10:

D10	ARCANE TALENT
1	CLAIRVOYANCE
2	ENTHRAL
3	HEX
4	NATURAL ATTUNEMENT
5	NEGATION
6	PRESCIENCE
7	PSYCHOMETRY
8	SENSITIVITY
9	TELEKINESIS
10	TELEPATHY

The Amorvrus receives the indicated talent at SM5. If already possessed, the ML increases to either SB × SM5 or the ML plus one Mastery Boost, whichever is greater.

BUKRAI ARTEFACT: a blade (usually dagger or sword), shield, piece of armour, or ring becomes infused with a Shadow Strength of *one* (SHA1). The artefact appears alongside newly resurrected Amorvrin in their crypt or hiding place. If obtained with the first Shadow Life, then the item could be one that was in their possession at the moment of their corruption. A repeated instance of this power for the same artefact increases its SHA by 1.

The artefact's Shadow Strength functions like any other, adding to other sources of Shadow. Targets who receive an injury from a Bukrai Blade also suffer a penalty to its Healing Rolls and to Shadow Recovery tests equal to the blade's SHA×10. This lasts until the injury heals.

COLD OF BUKRAI: as a 1-turn action, the Amorvrus may test **Spirit** to project a chill that increases by 10 any penalty imposed upon a victim's Shadow Resistance test over the next minute. The effect covers an area equal to the extent of the Amorvrus' SHA. This does not increase SHA, merely the resulting penalty. For example, Cold of Bukrai increases the penalty of being 20 feet from SHA4 from 0 to –10; but being 25-feet away still has no effect.

A CS in the Spirit test to use the power increases the effect's penalty to 20. A CF inflicts the Amorvrus with Aural Shock 1.

Each additional time Cold of Bukrai is received as a Shadow Power, increase its ML by a Mastery Boost and track its ML apart from Spirit ML.

EXTEND THE SHADOW: as a 1-turn action, the Amorvrus may test **Spirit** to increase its SHA by 1 for one minute. Thus, an Amorvrus with SHA4 would impart SHA5 with touch and SHA 0 from 25 feet away.

A CS in the Spirit test to use the power increases SHA by 2 instead of 1. A CF inflicts the Amorvrus with Aural Shock 1.

Each additional time Extend the Shadow is received as a Shadow Power, increase its ML by a Mastery Boost and track its ML apart from Spirit ML.

GLOOM OF BUKRAI: as a 1-turn action, the Amorvrus may test **Spirit** to project a gloom around it to a distance equal to the extent of its SHA. The effect lasts one hour and nullifies any SHA reduction due to daylight. The effect is not pitch black but rather like a murky translucence.

A CS in the Spirit test to use the power increases duration to Index hours. A CF inflicts the Amorvrus with Aural Shock 1.

Each additional time Gloom of Bukrai is received as a Shadow Power, increase its ML by a Mastery Boost and track its ML apart from Spirit ML.

MUTE THE SHADOW: as a 1-turn action, the Amorvrus may test **Spirit** to reduce its SHA by *half* for one hour (round down). It may revert to its full SHA as a free action.

A CS in the Spirit test to use the power increases duration to Index hours. A CF inflicts the Amorvrus with Aural Shock 1.

Each additional time Mute the Shadow is received as a Shadow Power, increase its ML by a Mastery Boost and track its ML apart from Spirit ML.

SHADOW CONTROL: as a free action, the Amorvrus may issue a single command to up to Spirit Index Dalmorvrin within Index × 10 feet. As a 1-turn action, the Amorvrus can also issue a command to another Index of Dalmorvrin. They automatically obey and immediately take action on the controller's Initiative Rank, after the controller. Once issued a command, a Dalmorvrus continues the action until commanded otherwise. Thus, Shadow Control defines how many Dalmorvrus may be controlled with each command—there is no limit to the number of Dalmorvrus that could be commanded.

Each additional time Shadow Control is received as a Shadow Power, the Amorvrus may control Spirit Index more Dalmorvrin with each command.

The GM judges just how much action can be described in a single command. See Dalmorvrin Actions on page 381 for more details.

AMÔRVRUS CHARACTERS

To make an Amorvrus player or non-player character, follow the regular generation steps in Chapter 2 with the following adjustments:

Step 1: most Amorvrin are human, but all Folk are susceptible to the Shadow. Embracing it, however, is a choice—unlikely with high Morality characters and Ælrhin.

Step 2: the Age Group selected represents the age when the character Embraced the Shadow and received the 1st Shadow Life.

If the Amorvrus has existed through more Shadow Lives, either select the number; or roll two separate d12, the lowest result of which indicates its current Shadow Life.

Assume that a single Shadow Life lasts about 20 years—or roll 6d6 to determine the length randomly. If generating an NPC Amorvrus to fit a specific historical span, remember that very few Amorvrin exist beyond a couple of centuries—and these would be quite ghastly-looking.

Step 10: generate attributes according to Age Group, as usual. These were the character's 'living' scores. Also make the following adjustments referenced on page 379:

Damnation

- Halve Morality (MOR).

Shadow Strength

- Acquire a base Shadow Strength 1 (SHA 1).

Appearance

- Reduce CML by two per Shadow Life.
- Note whether there is an Aberrance score.

Shadow Traits

- Roll d12 three times for each Shadow Life to determine acquired Shadow Traits.

Step 12 (Skills): after assigning the regular Development Points (DP) in stages [1] through [8], an Amorvrus repeats the 5 Veteran DP step once for each Shadow Life.

Step 13 (Wealth): add one extra Occupation Wealth Die—no matter the Shadow Lives.

Dalmôrvrin

The Lesser Undead

Dalmorvrin can arise when a being facing the Shadow decides to *vacate the body* (Choice 2, page 378). The soul becomes an active shade in the spirit world, unanchored from its dead body. Servants of Morgath can then summon the Shadow to help preserve the decaying corpse and control it as a Dalmorvrus. Such Lesser Undead have the following characteristics.

Shadow Strength: Dalmorvrin have Shadow Strength 0 (SHA 0). Only direct body-to-body contact forces victims to make a Shadow Resistance test.

Shadow Zombie: the Lesser Undead no longer have mental attributes or mental skills and so are immune to fear and mind-effects. They also have no sensory Perception. Their bodies are objects—immune to asphyxia, starvation, thirst, sleep deprivation, fatigue, bleeding, shock, coma, and Shock States.

Aberrance: a freakish appearance from decay gives them 1–4 Aberrance.

BODY PRESERVATION

The Lesser Undead are rated according to their body's level of decomposition:

DECOMPOSITION	ABE LEVEL	STR · DEX · AGL
Minimal	1	−2
Slight	2	−4
Partial	3	−6
Most	4	−8
Whole	*SHADOW EXPELLED*	

According to its level of decomposition, a Dalmorvrus has the given Aberrance and the indicated attribute reduction to Strength, Dexterity, and Agility scores. If the corpse becomes wholly decomposed, the Shadow is permanently expelled—the remains cease to be a Dalmorvrus.

An **Embalming Success Value** test can extend the decomposition rate (page 69). Embalmers who roll a CF in the SV test must make a Dexterity test; any failure means they touch the corpse and must now Resist the Shadow (page 377).

Morgathian clergy can also summon the Shadow into Dalmorvrin (page 346–347). Each point of SHA slows the rate of decomposition, but only in corpses that are up to Partially decomposed. See the Embalming skill entry for the exact number of days.

CONTROL THE SHADOW

Morgathians command Dalmorvrin using the Shadow Control power (page 380). They may obtain this power in two ways:

[1] Amorvrin can get it as a Shadow Trait.

[2] Morgathian clergy of at least Circle III gain it when they summon the Shadow and as long as they retain Shadow Stress Levels (page 347).

DALMÔRVRIN ACTIONS

Without the effect of Shadow Control, Dalmorvrin are inert. Using Shadow Control, Morgathians can command Dalmorvrin to perform actions involving Strength, Dexterity, or Agility. The scores are derived from those of the living being who vacated the body, minus the amount from decomposition. Calculate Move as usual, but half Move is the highest rate.

Example: *a slightly decomposing corpse that had STR13, DEX9, and AGL14 when it was alive now has STR9, DEX5, AGL10, and ABE2 as a Dalmorvrus. It has Move 50 but a 25-foot highest rate each turn.*

Actions can involve tests of STR, DEX, or AGL; or one of the following skills:

SKILL	ATTRIBUTE	SM
Climbing	AGL · DEX	3
Dodge	AGL	2
Jumping	AGL · STR	4
Melee	DEX · AGL	4
Stealth	AGL	2
Throwing	DEX	2

If the skill involves two attributes, average them regularly before multiplying by the SM. With one, the ML is simply ATT × SM. Corpses do *not* retain living skill MLs. See the sample Dalmorvrus on page 383.

Commands are not telepathic since the Lesser Undead have no minds. Instead, control 'travels' through the connected Shadow between the Morgathian and the undead. Controllers are able to 'wield' their own Shadow to direct them, similarly to how spirits animate objects.

Aura Attraction: Dalmorvrin have no physical sensory awareness, but the Aura of living beings can serve as a beacon. During a Shadow Control command, Morgathians can indicate a target to Dalmorvrin if the undead are within a distance to the target equal to the target's AUR × 5 feet. Dalmorvrin do not seek out AUR on their own, but such a command to move towards or attack a specific source lasts until commanded otherwise.

INOPERABLE DALMÔRVRIN

The Lesser Undead become inoperable under three circumstances:

[1] Decomposition reduces STR, DEX, or AGL to 0 or less.

[2] They suffer a Grievous Injury to the head or torso zone.

[3] Total Injury Levels exceed their STR. Area injuries are counted as IL × 5.

Injury impairment otherwise functions as for beings. Dalmorvrin retain their Shadow even when inoperable—testing Embalming can repair them (page 69). Only whole decomposition full-body destruction by fire expels the Shadow from the Dalmorvrus corpse.

TEMPORARY CONTROL

When people facing the Shadow *accept true death* (Choice 3, page 378), the Shadow that corrupted them often lingers in their corpse. This gives Morgathians a brief chance to wield Shadow Control over it.

The moment people select Choice 3, a test of their **Spirit** determines if and for how long the Shadow lingers:

CHOICE 3: ACCEPT TRUE DEATH

	SPIRIT TEST
CF	**SHADOW LINGERS**: the Shadow temporarily remains; the body is subject to Shadow Control as a Dalmorvrus with SHA0. After 13 hours, the Shadow vacates.
F	**SHADOW LINGERS**: as above, but the Shadow lingers for only 13 minutes.
S	**SHADOW LINGERS**: as above, but the Shadow lingers for only 13 rounds.
CS	**SHADOW VACATED**: the Shadow vacates the body, leaving no chance for control.

TAHNARYNISM

It is unclear exactly how the Shadow functions as the conduit between Dalmorvrin and Morgathians who control them. Several hundred years ago a Bereman Grey Mage named *Urbanal Tahnaryn* (*c.* TR 540) claimed to have discovered what he called an 'anti-Principle' associated with the Shadow. Contemporary Pvaric accounts of Tahnaryn's lectures say he described the discovery as an 'entropic force' relating to or explaining the Bukrai. Church Inquisitors of Morgath took quick interest and are said to have quashed—or claimed—his research. Tahnaryn himself dropped from the historical record soon after.

Gùlmôrvrin

The Unfree Undead

A Gulmora is created when an Amorvrus embraces the Shadow after being killed in its twelfth Shadow Life. The body withers away to dust but is not resurrected in its hiding place. Instead, the soul is sent to the court of Klyss the Necromancer, where, after a thirteen-hour ritual, it becomes an active spirit capable of incarnation in the physical world. The soul is now a dreadful and chaotic Morgathian demon—a Gulmora.

Gulmorvrin have these characteristics:

Active Spirit: a Gulmora is no longer a being but instead an active spirit, commanded by Klyss from the Black Pit of hell. He sends such *Unfree Undead* on missions both in the spirit world and to the physical world by way of infernal gateways. They are the most fearsome of Morgath's servants and do only his bidding. None have been known to respond to ritual summons or control.

Incarnation: Gulmorvrin can take shape and have perspective in the physical world, most safely at night. See Incarnation for more details (page 393).

Shadow Control: all Gulmorvrin possess the Shadow Control power (page 380).

Shadow Powers: a Gulmora retains the Shadow Powers it had as an Amorvrus. Roll d12 three more times on the SHADOW POWER table (page 379). Duplicate results are possible. Refigure MLs using its new attributes given in the Demonic Physique section below.

- Gulmorvrus do not suffer Aural Shock when they roll CF on Shadow Power tests. Instead, a CF leaves them unable to use all Shadow Powers for one hour.

Shadow Strength: a Gulmora has the Shadow Strength (SHA) it possessed as an Amorvrus—plus one. Generate a typical Gulmora's SHA with a 3d6 roll:

3D6	SHA	3D6	SHA
3	4	11–12	9
4	5	13–14	10
5–6	6	15–16	11
7–8	7	17	12
9–10	8	18	13

Tireless: Gulmorvrin retain the Amorvrus ability of the same name (page 379). They are immune to asphyxia, starvation, thirst, sleep deprivation, and fatigue.

DEMONIC PHYSIQUE

At the behest of Morgath, Klyss incarnates Gulmorvrin in the physical world to carry out awful tasks. He gives a Gulmora a unique appearance, one that evolves each time it takes form. See the sample on page 384.

The demon no longer necessarily resembles the body it had as an Amorvrus. Whereas Amorvrin in their twelfth lives look nearly identical to each other, a Gulmora begins subtly to take on unique characteristics with each incarnation. It is certainly horrific, perhaps the most aberrant of all entities.

Attributes: when Klyss resurrects an Amorvrus as a Gulmora, he transforms much of its incarnated physique and personality. Regenerate its attributes:

PHYSICAL		MENTAL	
STR	10 + 2d6	AUR	8 + 2d6
END	10 + 2d6	WIL	4 + 2d6
DEX	8 + 2d6	REA	8 + 2d6
AGL	8 + 2d6	CRE	4 + 2d6
PER	4 + 2d6	EMP	4 + 1d6
ABE	4 + 1d4	ELO	4 + 1d6

Damnation: a Gulmora halves MOR it possessed as an *Amorvrus*.

Skills: Klyss grants Gulmorvrin skills as needed, developed to SM5 + 2 Mastery Boosts (see the example on page 384).

GÙLMÔRA DISSOLUTION

When its incarnation is killed or suffers Aural Shock, a Gulmora undergoes dissolution. Test **Spirit** to determine for how long and whether it can reform:

GÙLMÔRA DISSOLUTION

SPIRIT TEST	
CFO	**REFORMED**: the Gùlmôra is dissolved for 13 months. Klyss then grants it the ability to incarnate in the physical world with all the characteristics it previously had.
CF5	**REFORMED**: as above, but the dissolution lasts 13 fivedays (65 days).
F	**REFORMED**: as above, but the dissolution lasts 13 days.
S	**REFORMED**: as above, but the dissolution lasts 13 hours.
CS	**INCARNATION DESTROYED**: the demon can no longer take shape in the physical world. The soul of such a 'lost' Gùlmôra likely remains at the court of Klyss.

Incarnated Gulmorvrin arrive through Gateways connected to Morgathian temples or other secluded places, such as ancient forests or deep urban crypts.

Daylight: Gulmorvrin in broad daylight automatically suffer dissolution. A successful use of the Shadow Power *Gloom of Bukrai* defers dissolution from such exposure for the duration of the Gloom—one (S) or Index (CS) hours.

GÙLMÔRVRIN ARCHETYPES

Many Gulmorvrin remain on the world of Yashain as champions in Morgath's celestial war against the forces of good. Some are sent to other worlds to seek converts and carry out secret tasks. Although essentially unique entities, incarnated Unfree Undead often share roles that reflect similarly defined attributes and powers.

Executioners: Klyss sends Gulmorvrin to assassinate blasphemous clergy or to eliminate political targets vexing his master's plans. Such executioners are selected for their dexterity, agility, and will, often exhibiting a creative cunning.

They invariably wield Bukrai blades when carrying out their murders, striking fast and ruthlessly. These Gulmorvrin conjure the Gloom of Bukrai to make even daylight attacks possible.

Inquisitors: the most abstruse missions are handed to Gulmorvrin of the highest intellect and arcane talent. Shrouded in dark tattered robes in homage to their commander, Klyss, these demons carry out investigations throughout the most powerful church circles. Possessing unusually high Shadow Strength, they are unequalled in projecting terror.

Inquisitors are always strong invokers, with Clairvoyance, Enthral, and Telepathy the most commonly expressed talents. The Cold of Bukrai and Extend the Shadow are their favoured Shadow powers.

Wreakers: the most physically mighty Gulmorvrin reach nearly seven feet tall and are aptly Morgath's greatest warriors. While they might not rival the highest orders of Agrikan demons in pure martial prowess, such Wreakers are unmatched in their wanton cruelty and insatiable passion for chaos.

Some wield Bukrai Blades and don dark-plated Armour of Bukrai. Others are endowed with awful claws and ghastly fangs to rend their victims in especial gore.

The hide of all types of Gulmorvrin exhibits preternatural toughness (see the values on page 384). It offers the demons stout protection even when not wearing armour.

AMÔRVRUS

5'10" · 160 LBS MEDIUM

The popular son of textile mercantylers, this Grey Undead spent his living youth leading the guards that accompanied his family's trade expeditions. While a blunt command worked well with soldiers, the same disposition later cost him the guild power he felt he deserved. Such bitterness, and a natural corruptibility, led his obscure research as an old man to the fell temptation of Myrvria.

Free Undead: the Amorvrus is in his first Shadow Life, appearing as an unhealthy 60-year old when he is actually over 80. With Shadow Strength one (SHA 1), he functions undetected in society during the day despite the milky gloss to his eyes and sallow complexion.

Impulse (paranoid): the Amorvrus is extremely paranoid (Will ML60 to suppress it when made even slightly suspicious). He is especially triggered by the machinations of rival mercantylers and the politics of the Mangai. A nearly unhinged cruelty (MOR 4) encourages robust and insidious revenge against a lifetime of perceived slights.

ATTRIBUTES			
STR	11	AUR	10
END	10	WIL	12
DEX	9	REA	14
AGL	9	CRE	10
PER	12	EMP	8
CML	6	ELO	12

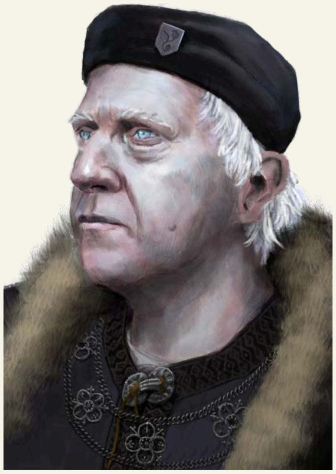
1ST SHADOW LIFE
SHA 1 ABE ·

SKILLS	ML
AWARENESS	48
COMMAND	60
FOLKLORE	65
GUILE	60
INITIATIVE	71
SHOCK	62
INTRIGUE	68
MERCANTILISM	76
SPIRIT	44
MOVE	50

WEAPON	RCH	ZD	ATK	DEF	IMPACT	
DAGGER	3T	d6	53	53	d8+3P	WQ13
DODGE	·	·	·	57	·	

ZN	LN	LOC	B	E	P	F	SHOCK
1	1–8	HD	·	1	·	1	◍❺
	9–10	NK	·	·	·	·	●❺▽
2–3	1–5	UA	·	2	·	2	◍❸▾
	6–8	LA	·	2	·	2	○❶▾
	9–10	HA	·	·	·	·	❷▼
4–7	1–4	TX	·	2	·	2	◍❹
	5–7	AB	·	2	·	2	●❹
	8–10	PV	·	3	·	3	◍❹
8–10	1–5	UL	·	2	·	2	◍❸▽
	6–8	LL	·	2	·	2	○❶▾
	9–10	FT	1	3	1	4	❷▾

TAR 1 AREA AV: 2 ❻



Gloom of Búkrai (1-turn): with a successful **Spirit** test, the Amorvrus projects a murky shadow five feet around himself. The gloom nullifies the effect of daylight on Shadow Strength for one hour (CS four hours). A CF Spirit test leaves him with Aural Shock 1.

Other Skills: the Amorvrus also has both native and one foreign language ML65; one script ML65; Textilecraft ML44; and Morgath Ritual ML13.

DALMÔRVRUS

5'6" · 120 LBS MEDIUM

A high priest of Morgath performed the *Huldath* ceremony and applied two points of the summoned Shadow to the corpse of a sacrificed follower. Thus 'born' a few days ago, the Dalmorvrus is only minimally decomposed, one of several awaiting the Khidarmur's command.

Decomposition: the applied SHA2 and an SV7 Embalming test extend the corpse's *minimal* decomposition in a cool temperate climate to 25 days; and to 34 days for *slight*; and to 112 days for *partial*.

Shadow Strength: victims must Resist the Shadow (SHA 0) only from a direct skin-to-skin touch, or at least an M1 injury from its augmented nails ('claws').

Shamble: the undead can go no faster than a 25-foot half Move. Its Charge action distance is halved to 10 feet.

Trauma: it suffers no fatigue, shock, or bleeding. It becomes inoperable from one Grievous injury to the head or torso; or if total IL exceed 8. It suffers impairment and compound injuries. See Shadow Zombie for other immunities (page 381).

ATTRIBUTES			
STR	8	AGL	11
DEX	12	ABE	1

MINIMAL DECOMP
SHA 0 DAYS 25

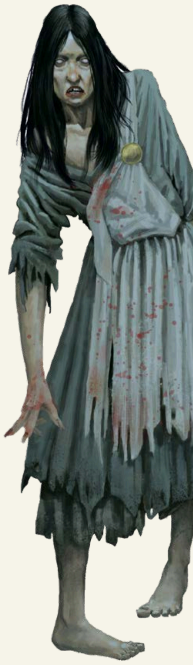
SKILLS	ML
CLIMBING	33
JUMPING	40
INITIATIVE	*
STEALTH	22
THROWING	24
MOVE	[25]

** Takes actions only in response to commands on the controller's own Initiative Rank (IR). See Shadow Control (page 380).*

WEAPON	RCH	ZD	ATK	DEF	IMPACT
CLAW	1	d4	48	· |48	d8−1E
GRAB	1	d4	48	· |48	d6+8 STR
PRESS	1	·	48	· |48	d6+8 STR
DODGE	·	·	·	22	·

ZN	LN	LOC	B	E	P	F	SHOCK
1	1–8	HD	·	·	·	·	—
	9–10	NK	·	·	·	·	—
2–3	1–5	UA	·	1	·	1	—
	6–8	LA	·	·	·	·	—
	9–10	HA	·	·	·	·	—
4–7	1–4	TX	·	1	·	1	—
	5–7	AB	·	2	·	2	—
	8–10	PV	·	2	·	2	—
8–10	1–5	UL	·	2	·	2	—
	6–8	LL	·	1	·	1	—
	9–10	FT	·	·	·	·	—

TAR 1 AREA AV: 1 —



Aura Attraction: if within a target's AUR × 5 feet, Lesser Undead can be commanded to engage it using the target's Aura as a beacon. Once engaged, they can be commanded to attack and counterstrike until told otherwise.

GÙLMÔRA

6'4" · 200 LBS MEDIUM

ATTRIBUTES			
STR	16	AUR	14
END	18	WIL	14
DEX	14	REA	14
AGL	18	CRE	12
PER	12	EMP	5
ABE	6	ELO	5

SHA 8 MOR 2

SKILLS	ML
AWARENESS	76
CLIMBING	88
INITIATIVE	80
SHOCK	93
JUMPING	93
SPEAK ORMAUK	60
SPIRIT	80
STEALTH	88
MOVE	75

WEAPON	RCH	ZD	ATK	DEF	IMPACT
CLAW	3	d4	88	78|88	d10+3E
BITE	0	d2	88	· |88	d6+3P · AR 1
PRESS	3	·	88	· |88	d6+16 STR
DODGE	·	·	·	84	·

ZN	LN	LOC	B	E	P	F	SHOCK
1	1–8	HD	7	9	8	8	◍❺
	9–10	NK	7	9	8	8	●❺▽
2–3	1–5	UA	7	9	8	8	◍❸▾
	6–8	LA	6	8	7	7	○❶▾
	9–10	HA	6	8	7	7	❷▼
4–7	1–4	TX	7	9	8	8	◍❹
	5–7	AB	7	9	8	8	●❹
	8–10	PV	7	9	8	8	◍❹
8–10	1–5	UL	7	9	8	8	◍❸▽
	6–8	LL	6	8	7	7	○❶▾
	9–10	FT	6	8	7	7	❷▾
TAR 1				AREA AV:		8	❻

Klyss blessed the incarnation of this Morgathian demon with unusual drive and inventiveness. Combining keen senses with an exceptional nimbleness, the Gulmora pursues missions of stealthy infiltration and surveillance. It stands well over six feet tall and has a gangly but powerful humanoid physique. The grey lustre of its body both cloaks it well in shadows and delimits its ghastly features to the unfortunate witness.

A mobile and graceful climber, the demon remains unburdened with Bukrai blades and items, instead dispatching foes in close quarters with horrific four-inch claws and a fanged maw. However, terrorising folk within the 40-foot reach of its Shadow usually obviates melee.

Aberrance (page 187): there are likely few entities more aberrant to Kethirans than Gulmorvrin. They induce Fear Rolls in creatures on sight; even those able to steady themselves usually do not escape without a horrifically damaged psyche.

Clairvoyance (page 261): the demon has Clairvoyance ML80. Resolve its use with the Invocation routine (page 259). As a gift from Klyss, Critical Failure does not induce Aural Shock but rather simply leaves the Gulmora unable to invoke Clairvoyance for d3 days.

Cold of Bukrai: with a 1-turn action and a successful **Spirit** test, the Gulmora projects a chill in a 40-foot radius area around itself for one minute. Spirit tests to Resist the Shadow incur an extra –10 penalty (CS –20).

Gloom of Bukrai: with a 1-turn action and a successful **Spirit** test, the Gulmora projects a murky shadow five feet around itself. In broad daylight, the gloom averts its dissolution for one hour (CS 8 hours).

KÔRVAKAI

Gulmorvrin are not the only demonic servants of Morgath. Amid the ruins of ancient Irkargai in southern Azeryan are the evil spirits known as the *Korvakai*. Thought to be something different than Morvrin, many of these entities remain incarnate centuries after having answered the arcane summons of Morgathian priests.

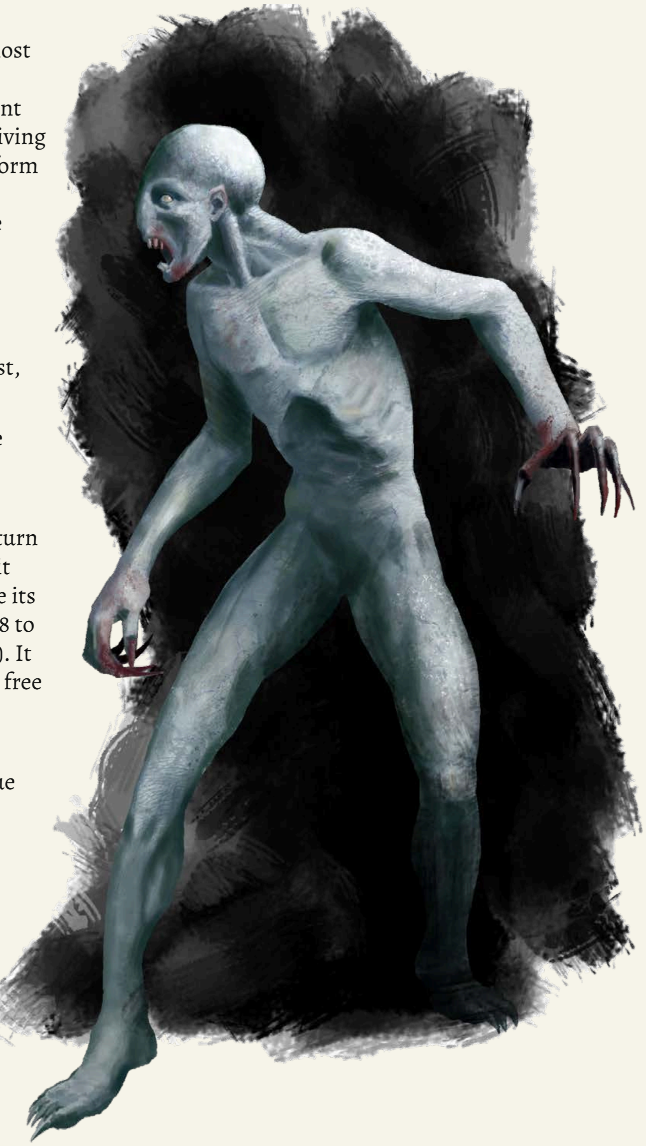
Incarnated: the Gulmora's form suffers the effects of most physical trauma—bleeding, unconsciousness, impairment and shock states. Upon receiving a KIA state, the incarnated form is destroyed and the demon undergoes dissolution (page 382).

While incarnated, the Gulmora is *tireless* (page 379) like an Amorvrus—immune to asphyxia, starvation, thirst, sleep, and fatigue.

Language: Gulmorvrin have fluency in the Morgathian temple tongue Ormauk.

Mute the Shadow: with a 1-turn action and a successful Spirit test, the Gulmora can reduce its Shadow Strength from SHA8 to SHA4 for 1 hour (CS 8 hours). It may restore its full SHA as a free action.

Shadow Control: as a free action, the Gulmora can issue a single command to up to 16 Dalmorvrin within 80 feet. As a 1-turn action, it could issue the same or a different command to up to 16 additional Dalmorvrin on the same IR as the first group.



Mythic Creatures

The differences between animals, Ivashu, and mythic creatures are not always clear even though all are considered beasts. The Ivashu lack much of the instinct for self-preservation possessed by the other two, routinely expressing mindless aggression. On the other hand, mythic creatures often share with Ivashu similar wondrous bodies and arcane characteristics absent in animals. Thus, in the taxonomy of beasts, mythic creatures are usually situated between animals and the Fatherless Multitude. Those prevalent in Venarive, such as the seven detailed in this section, come in two types: the *fabled* and the *chimaeric*.

Fabled Beasts

By definition, mythic creatures are remembered through stories. However, some beasts hold an ancient, even prehistoric and reverential place in a people's collective memory. Such fabled creatures can be majestic and beautiful—even when also terrifying. These beasts usually lack the grotesque bodies of Ivashu and are more easily integrated into what people accept as natural, or nearly so.

Dragons: great serpent-like beasts, many of whom fly and breathe fire or frost; common in some variation to the myths of nearly all cultures.

Unicorns: a type of magical equine closely allied with the Ælrhin, likely limited to the forested wilderness of northwest Venarive.

Wargs: huge, cunning wolves often associated with the same forests that shelter unicorns.

Wýrhin: scaled flying creatures, perhaps smaller cousins of dragons.

Yélgri: humanoid flying creatures called *harpies*; known for their screeching voices and pestering behaviour.

Chimaeric Beasts

The mythic creatures most often confused with Ivashu are literal hybrids of two or more animals—the *chimaeras*. They are usually 'fused' at the midsection, with each end exhibiting the characteristics of a familiar beast. While chimaeras are ancient species, scholars speculate they are younger than fabled creatures like dragons, perhaps created by the Earthmasters or some forgotten magic. Their appearance can be quite unsettling, and so most folk deem them monstrous—feared rather than revered.

Gryphons: an eagle–lion hybrid that favour preying on horses; found in many regions of Kethira.

Hiréni: an omnivorous but skittish eagle–horse hybrid that hunt in highlands throughout the world.

CULTURAL VARIATION

The mythic creatures detailed in this section are all found in northwest Lythia, several appearing throughout the world. Other geographical areas and cultures express their own variation of mythic creatures, many of which will be detailed in future publications.

Anzelôria: the tropical sub-continent south of the Venarian Sea contains many distinctive natural animals and mythic creatures. Aside from the mundane—such as elephants, giraffes, panthers, and lions—there is the strange: the *jinmuaji* of the deep jungle, enormous 30-foot crocodiles that can rear up and walk on hind legs; or the sub-tropical *ardomito*, 10-foot tortoises with impenetrable shells. Anzeloria also has its tales of ravaging *dragons* of the Yanda mountains.

Shóju: this land off the coast of far eastern Lythia has a rich mythology of creatures. The *ishunai* are spirit-monsters of Lake Ishu and the Xhoukun Mountains, immortal and semi-divine in the eyes of folk.

UNIQUE ENTITIES

Most mythic creatures are a *species* of beasts, capable of reproduction and appearing in numbers, however rarely. By contrast, some are *singular* entities, unknown to exist beyond their unique, one expression.

Ægesíri: the folk of Karejia, the island realm of the eastern Venarian Sea, speak of a huge variety of mythic, perhaps 'divine' creatures, such as disfigured giants, beautiful animals, three-headed sea monsters, and bizarre near-humans. Each such Ægesir is unique unto itself, capable of being killed but also reappearing reincarnated as itself within years or decades after dying. They are each closely tied to a particular geographical spot, and many have oracular powers.

Pradeyálkri: unique beings in northwest Venarive similar to the Ægesiri, the Pradeyalkri are 'semi-divine' beings who express extraordinary powers and come in a variety of guises. The *Oracle of Silmer River* in Emelrene is a hooded figure who professes augurs in a whispered voice. The rugged *Noron* of Hârn appears as a mighty seven-foot-tall human, a hunter of orcs known to offer peaceful travellers respite at his wilderness keep.

DRAGONS

Drakes

Dragons are a reptilian-like species that legend says descended from the mating of Ahnu and Dhivu, two demigods from the time of conflict that followed the Natal Wars. They are probably the oldest, most powerful creatures on Kethira but are seldom seen during the lifetimes of most folk, save the Ælrhin. More often, their existence is simply not believed.

However rare and elusive, dragons in fact do exist, as historic accounts and even contemporary witnesses attest. There are likely fewer than six hundred dragons left in the entire world, with different varieties—perhaps subspecies—found in many locales and geographies.

In Venarive, dragons come in two types—the **Ahnerin** and the **Dhiverin**. Also called fire dragons, the Ahnerin have red-hued scales and a Natural Attunement to fire principle. The Dhiverin, or frost dragons, have blue-black scales and a similar attunement to water principle, especially its associated cold element. Scholars posit there might be even more kinds reflecting all the Pvaric principles.

A dragon's lithe and serpentine shape belies a colossal strength that continues to grow throughout its immensely long life. Although about two feet long when hatched, a **young** dragon grows to over 15 feet after 50 years, and the **mature** adult averages 25 feet within a century. An **old** dragon tops out at 40 feet during a span of several hundred years or more. Some annals describe ancient examples living five hundred years, the mightiest even approaching a millennium and reaching a length in excess of 60 feet. Whatever its age, a dragon's proportions remain fairly constant: about 60% of its length is in the tail and neck, and its wingspan is usually about 150% of its length.

Dragons inhabit wilderness regions that offer a highland perch. They prefer to live in the security of caves, above the treeline, where they remain protected during their long rests. Ahnerin often seek out brimstone deposits or volcanic peaks; Dhiverin prefer the cold wastes of high altitude or northern reaches. While sparsely populated throughout the lands of the world, dragons are territorial, and competition and even conflict can suddenly arise between them over the most ideal locations.

While dragons have exceptionally long lives, much of it is spent in what appears to be deep slumber. When young, such dormancy can last three months out of the year—or even for stretches up to a whole year. Afterwards they emerge to feed a hunger that is strangely less than their body size would imply. As dragons age, the dormant period greatly increases in proportion to the waking, active time. Very old dragons can spend three years slumbering for every four months awake.

But a dragon is not simply sleeping when it enters a dormant state. Rather, it has arcanely shifted inhabitation and perspective from the body in the physical world to the soul in the spirit world. The dragon then undertakes an astral journey to seek out its attuned principle. Upon finding it—fire energy for Ahnerin, cold energy for Dhiverin—the dragon enters **Spirit Immersion** for nourishment, renewal, and peace of mind. Many scholars believe that such immersions are what actually spur the dragon's growth and extend its life.

If not literally made of magic force, a dragon's existence is directly fuelled by it. The vast, hermetic periods of dormancy largely explain their remove from the affairs of folk. It is not a lack of might that prevents wanton destruction of cities and castles, but an unnervingly unpredictable and intermittent disinterest.

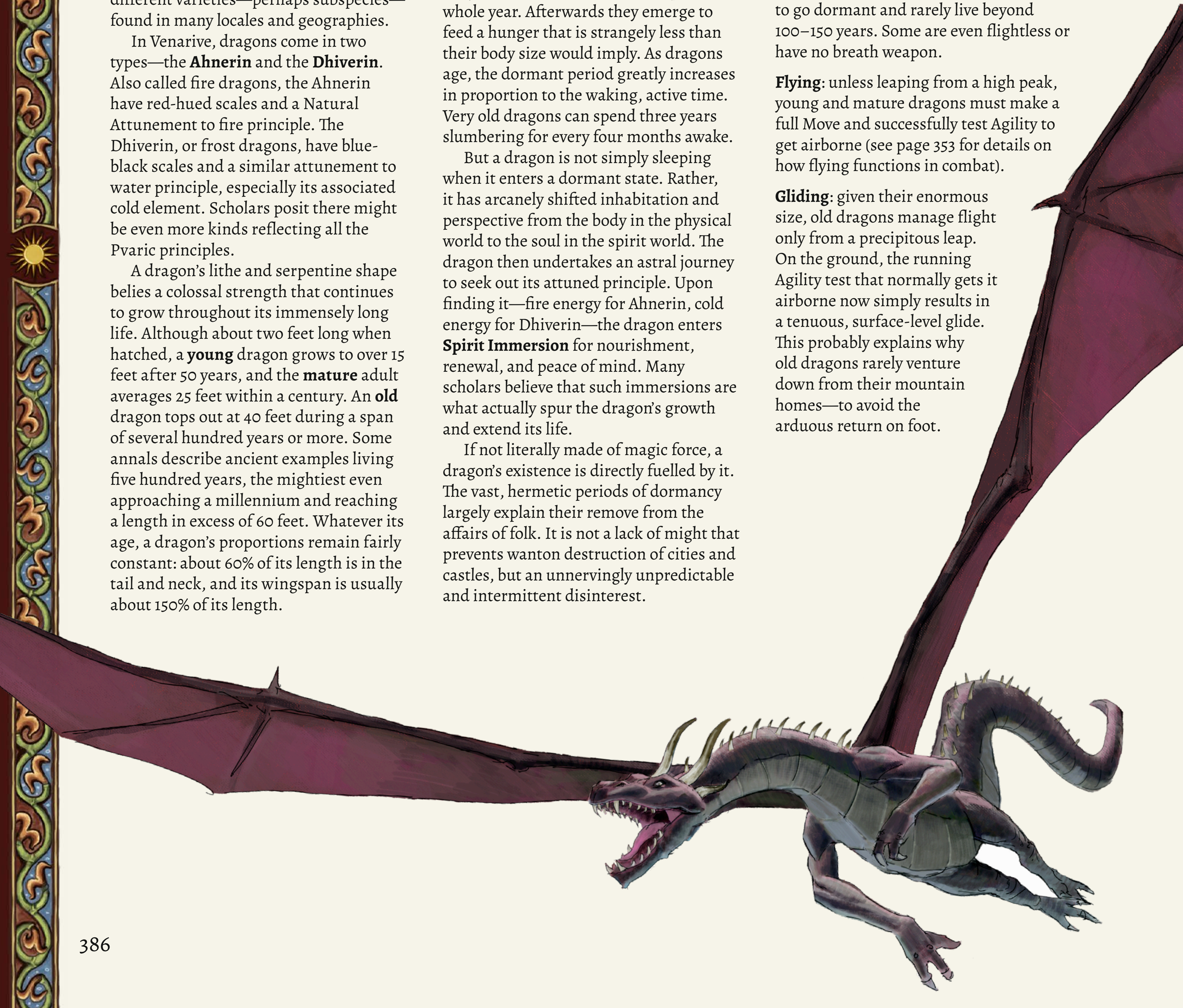
Arcane Talents: some chroniclers describe dragons as casting spells; what they actually witness are the effects of draconic arcane talents. In most respects, such talents function like other invocations, including the chance for fatigue accrual and Aural Shock. The long bouts of astral immersion seem to increase a dragon's talent mastery.

Breath Weapon: however uncanny, a dragon's breath weapon cannot be dispelled—it functions in some mundane, yet wondrous manner (see page 388 for the breath weapon attack routine).

Drakes: dragons without arcane talent are called *drakes*. While roughly the same size as the arcane kind, they lack the ability to go dormant and rarely live beyond 100–150 years. Some are even flightless or have no breath weapon.

Flying: unless leaping from a high peak, young and mature dragons must make a full Move and successfully test Agility to get airborne (see page 353 for details on how flying functions in combat).

Gliding: given their enormous size, old dragons manage flight only from a precipitous leap. On the ground, the running Agility test that normally gets it airborne now simply results in a tenuous, surface-level glide. This probably explains why old dragons rarely venture down from their mountain homes—to avoid the arduous return on foot.



DRAGON TALENTS

Most dragons possess special *Arcane Talents*. Make a d20 roll to determine if and how many talents it has:

D20	ARCANE TALENTS
1	NONE (DRAKE)
2–5	COMMUNICATE, DORMANCY, ENTHRAL
6–10	AS 2–5 PLUS ONE RANDOM (BELOW)
11–12	AS 2–5 PLUS TWO RANDOM (BELOW)
13–14	AS 2–5 PLUS THREE RANDOM (BELOW)
15–16	AS 2–5 PLUS FOUR RANDOM (BELOW)
17–18	AS 2–5 PLUS FIVE RANDOM (BELOW)
19–20	AS 2–5 PLUS SIX RANDOM (BELOW)

COMMUNICATE: the dragon can send a telepathic thought to some or all conscious beings within AUR×10 yards. It understands audible speech similarly but cannot read silent thoughts. The talent requires no invocation. It does not affect the dragon's Eloquence (ELO)—some are still more persuasive than others.

DORMANCY: dragons test Talent to inhabit their soul in the spirit world. They guard their lair with **Spirit (Sensing)** tests and use **Spirit (Immersion)** to bond with energy. Dragons can 'slumber' this way for a very long time—sometimes for years, the period increasing with age.

ENTHRAL: as a free action at the start of its turn, the dragon gazes into the eyes of a creature within AUR×5 feet and LOS. If the **Talent** Invocation Roll succeeds, the target may resist with a higher **Spirit** test success level (break ties). Otherwise, the target is stunned until the end of its next turn. Another successful Spirit test ends the effect (–10 penalty per Enthral victory star). Targets may retest Spirit each round.

A d20 result of 6 or higher means the dragon has the three above talents plus the given number of d20 rolls on this table for additional ones, according to dragon type:

D20	ÁHNERIN TALENT	DHÍVERIN TALENT
1–2	DORMANCY	CHILLING VISAGE
3–4	DRY AIR	DORMANCY
5–8	ENTHRAL	ENTHRAL
9–10	ETHEREAL HEAT	ETHEREAL COLD
11–12	ETHEREAL SMOKE	ETHEREAL DARKNESS
13–14	EXHAUSTING WAVE	GLOOM WAVE
15–16	FIERY VISAGE	ICE BALL
17–18	FIRE BURST	STASIS
19–20	SPEED BURST	STILLNESS

The Talent ML in the dragon's skills list (page 388) is used for all invocation tests. Each talent duplicated by a d20 roll gives it a Mastery Boost and its own separate ML.

Talent Index is abbreviated TI in the following entries.

ÁHNERIN UNIQUE TALENTS

Ahnerin may test *one talent per turn as a free action* but otherwise follow the Invocation Routine (page 259). They are immune to the negative effects resulting from their own successful talent invocations.

DRY AIR: the air around the dragon out to TI×5 feet becomes parched, making it difficult to breath. Creatures within it who exert themselves (such as by fighting or running) must succeed on a d10 roll against END Index at the end of their turn or suffer 5 fatigue. The effect lasts TI rounds.

ETHEREAL HEAT: the air surrounding the dragon in a TI×100-foot radius becomes hotter. The area remains where first created, even if the dragon moves. Creatures suffer a Heat Hazard (page 149) every hour they remain within it. The heated air lasts TI days.

ETHEREAL SMOKE: the dragon's body is engulfed in wispy ethereal smoke for TI rounds. The cloud is centred on its body in a diameter of TI×5 feet, moving with the dragon. While the smoke does not block LOS, it does impart –20 penalty to attacks against the dragon or to Awareness tests in or through it.

EXHAUSTING WAVE: an enervating wave bursts out from the dragon in all directions to a range of TI×5 feet. All creatures within it oppose the invocation with an **Endurance** test, suffering 10 fatigue for each victory star of the dragon's Talent test.

FIERY VISAGE: the dragon's body briefly glows red-black from within, especially around and in its eyes. The effect forces creatures looking at it within 200 feet to make a Fear Roll (page 187) with a penalty equal to half TI×5.

FIRE BURST: the dragon invokes this talent while drawing on its breath weapon, all as a 1-turn action that also allows a flying full Move. With a successful invocation, the dragon spits a TI-foot diameter ball of fire out to TI×50 feet. If the ball strikes an object or a creature, it explodes with a diameter of half TI×5 feet. Creatures may avoid the initial missile if their **Dodge** success level exceeds the invocation's. Any creature caught in the explosion suffers an Area attack of d4+TI fire impact (CS +5 impact). The ball vanishes if it does not strike an object or creature within range.

SPEED BURST: the dragon's FLY Move (page 388) increases for one round by TI×10 (CS ×20) feet.

DHÍVERIN UNIQUE TALENTS

Dhiverin may test *one talent per turn as a free action* but otherwise must follow the Invocation Routine (page 259). They are immune to the negative effects resulting from their own successful talent invocations.

CHILLING VISAGE: the dragon's body briefly glows icy-white from within, especially around and in its eyes. The effect forces creatures looking at it within 200 feet to make a Fear Roll (page 187) with a penalty equal to half TI×5.

ETHEREAL COLD: the air surrounding the dragon in a TI×100-foot radius becomes colder. The area remains where first created, even if the dragon moves. Creatures suffer a Cold Hazard (page 149) every hour they remain within it. The frigid air lasts Talent TI days.

ETHEREAL DARKNESS: the dragon's body is engulfed in streaks of darkness for TI rounds. The area is centred on the dragon's body in a diameter of TI×5 feet, moving with the dragon. While the darkness does not block LOS, it does impart –20 penalty to attacks against the dragon or to Awareness tests in or through it.

GLOOM WAVE: a shadowy, entropic cloud with a diameter of TI×5 feet is centred on the dragon's body, even while moving. LOS is unaffected, but move costs double and strike impacts are halved for anyone within it. The effect lasts TI rounds.

ICE BALL: the dragon invokes this talent while drawing on its breath weapon, all as a 1-turn action that also allows a flying full Move. With a successful invocation, the dragon spits a TI-foot diameter ball of ice out to TI×50 feet. If the ball strikes an object or a creature, then it explodes with a diameter of half TI×5 feet. Creatures may avoid the initial missile if their **Dodge** success level exceeds the invocation's. Any creature caught in the explosion suffers an Area attack of d4+TI frost impact (CS +5 impact). The ball vanishes if it does not strike an object or creature within range.

STASIS: the bleeding of one of the dragon's injuries is halted for TI hours. If the dragon is able to enter Spirit Immersion, the bleeding is permanently stopped.

STILLNESS: the air immediately surrounding the dragon absorbs sound for TI hours. Other creatures suffer –1 success level to PER and Awareness tests when attempting to hear noises caused by or emanating from the dragon, such as the flapping of wings.

YOUNG DRAGON

16' LONG · 24' WINGSPAN · 1000 LBS HUGE

ATTRIBUTES			
STR	36	AUR	12
END	27	WIL	17
DEX	6	REA	11
AGL	10	CRE	9
PER	15	EMP	7
SNT	3	ELO	11

50 YEARS OLD

SKILLS	ML
AWARENESS	80
INITIATIVE	70
SHOCK	80
SPIRIT	70
IMMERSION	60
SENSING	60
TALENT	70
MOVE	70
FLY	200

WEAPON	RCH	ZD	ATK	DEF	IMPACT
BITE	5	d3	71	· |71	d8+13P · AR 3
CLAW	4	d6	65	· |65	d10+12E
DODGE	·	·	·	60	·
PRESS	4	·	65	· |65	d6+36 STR
TAIL	6	d8	52	· |52	d6+11B
BREATH	[40']	·	75	·	d4+11·7F

ZN	LN	LOC	B	E	P	F	SHOCK
1–4 $\boxed{4}$	1–3	HD	16	18	17	15	◍❺
	4–10	NK	16	18	17	15	●❺▽
5–8 $\boxed{2}$	1–7	FLG	16	18	17	15	◍❸▼
	8–10	FFT	14	16	15	13	○❷▼
9–11	1–10	WNG	10	12	11	9	❶▽
12–15	1–7	TX	16	18	17	15	◍❹
	8–10	AB	16	18	17	15	●❹
16–18	1–10	WNG	10	12	11	9	❶▽
19–22	1–7	HLG	16	18	17	15	◍❸▽
	8–10	HFT	14	16	15	13	○❷▼
23–25	1–10	TL	14	16	15	13	❶▼
TAR 3					AREA AV:	13	❻

MATURE DRAGON

24' LONG · 36' WINGSPAN · 3000 LBS COLOSSAL

ATTRIBUTES			
STR	48	AUR	13
END	36	WIL	19
DEX	7	REA	13
AGL	9	CRE	11
PER	15	EMP	10
SNT	3	ELO	13

100 YEARS OLD

SKILLS	ML
AWARENESS	85
INITIATIVE	80
SHOCK	85
SPIRIT	84
IMMERSION	89
SENSING	84
TALENT	84
MOVE	65
FLY	190

WEAPON	RCH	ZD	ATK	DEF	IMPACT
BITE	8	d6	80	· |80	d8+19P · AR 3
CLAW	7	d12	75	· |75	d10+18E
DODGE	·	·	·	66	·
PRESS	7	·	75	· |75	d6+48 STR
TAIL	9	d16	70	· |70	d6+17B
BREATH	[60']	·	84	·	d4+15·11·7F

ZN	LN	LOC	B	E	P	F	SHOCK
1–8 $\boxed{8}$	1–3	HD	22	24	23	21	◍❺
	4–10	NK	22	24	23	21	●❺▽
9–16 $\boxed{4}$	1–7	FLG	22	24	23	21	◍❸▼
	8–10	FFT	20	22	21	19	○❷▼
17–22	1–10	WNG	16	18	17	15	❶▽
23–30	1–7	TX	22	24	23	21	◍❹
	8–10	AB	22	24	23	21	●❹
31–36	1–10	WNG	16	18	17	15	❶▽
37–44	1–7	HLG	22	24	23	21	◍❸▽
	8–10	HFT	20	22	21	19	○❷▼
45–50	1–10	TL	20	22	21	19	❶▼
TAR 5					AREA AV:	19	❻

OLD DRAGON

32' LONG · 48' WINGSPAN · 8000 LBS TITANIC

ATTRIBUTES			
STR	60	AUR	14
END	45	WIL	21
DEX	8	REA	17
AGL	8	CRE	13
PER	15	EMP	13
SNT	3	ELO	17

200 YEARS OLD

SKILLS	ML
AWARENESS	90
INITIATIVE	95
SHOCK	90
SPIRIT	93
IMMERSION	108
SENSING	98
TALENT	93
MOVE	60
FLY	180

WEAPON	RCH	ZD	ATK	DEF	IMPACT
BITE	10	d12	84	· |84	d8+25P · AR 3
CLAW	9	d24	80	· |80	d10+24E
DODGE	·	·	·	68	·
PRESS	9	·	80	· |80	d6+60 STR
TAIL	11	d32	75	· |75	d6+23B
BREATH	[80']	·	96	·	d4+19·15·11·7F

ZN	LN	LOC	B	E	P	F	SHOCK
1–16 $\boxed{12}$	1–3	HD	28	30	29	27	◍❺
	4–10	NK	28	30	29	27	●❺▽
17–32 $\boxed{6}$	1–7	FLG	28	30	29	27	◍❸▼
	8–10	FFT	26	28	27	25	○❷▼
33–44	1–10	WNG	22	24	23	21	❶▽
45–60	1–7	TX	28	30	29	27	◍❹
	8–10	AB	28	30	29	27	●❹
61–72	1–10	WNG	22	24	23	21	❶▽
73–88	1–7	HLG	28	30	29	27	◍❸▽
	8–10	HFT	26	28	27	25	○❷▼
89–100	1–10	TL	26	28	27	25	❶▼
TAR 10					AREA AV:	25	❻

The Zone Reach Penalties only apply against *rearing* dragons; otherwise, any ZN can be the default aim for human-sized strikers, depending upon positioning. Dragons are immune to F-impact trauma that corresponds to their natural attunement: Ahnerin (fire); Dhiverin (frost).

BREATH WEAPON ATTACK

Dragons can make an Area attack with a gout of *fire* (Ahnerin) or *frost* (Dhiverin). At the start of its turn, the dragon tests **Breath** to see if it is ready to discharge.

BREATH WEAPON TEST	
CF	IDLE 2 ROUNDS
F	IDLE 1 ROUND
S	READY TO DISCHARGE
CS	READY TO DISCHARGE (+5 IMPACT)

Failure means the fire or frost lies idle for the indicated time, and the dragon selects a different action for the current turn. It then retests Breath on a later round. A dragon may only try a Breath weapon attack on the turn of its Initiative Rank (IR), never with a bonus Action TA.

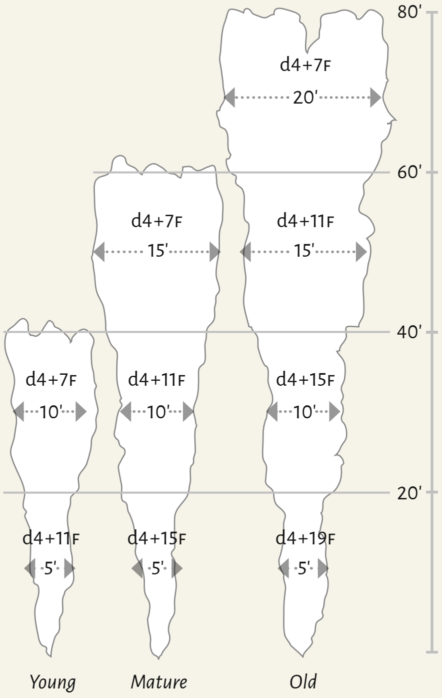
Glide Attack: a dragon can discharge the breath weapon during the same turn of a flying full Move. When grounded, a moving breath attack is limited to the usual half Move Charge option.

With a Breath success the dragon can immediately emit the fire/frost as a 1-turn action (if it declines to, it must retest on later turns—it cannot hold the attack). The dragon weapon tables list the extent of the cone, varying according to Age Group [40–80 feet]. The breath inflicts d4 impact plus a modifier based upon range.

***Example**: a mature dragon's breath does d4+15F impact out to 20 feet; d4+11F from 21 to 40 feet; and d4+7F from 41 to 60 feet.*

The first 20 feet of the cone is five feet in diameter. Each additional 20-foot swath increases the diameter by five more feet. The cone fully affects all targets whose spaces are at least 50% within the area (see diagram, right).

***Example**: a mature dragon's breath is 60 feet long. The first 20 feet inflicts an area attack to all targets in a 5-foot width; the second 20-foot band is ten feet in diameter; and the last 20-foot section is 15 feet wide.*



DRAGON ENCOUNTER SEQUENCE

A dragon's actions during an encounter vary according to whether the contact takes place in its *lair* or in the surrounding *wilderness*. Even just reaching such remote areas can prove perilous for characters.

LAIR

The dragon is likely 'sleeping', inhabiting the spirit world. Its active soul usually remains in the astral locale of its lair, testing **Spirit (Sensing)** to notice the souls of physical world intruders (–40 penalty from the target's dormant soul and unfamiliarity, plus target's AUR modifier). If successful, the dragon tries to reembody (page 298).

- With enough time, the dragon then leaves its lair and takes flight (see step 1, below).
- If trapped within the lair, it attacks with its breath weapon and engages aggressively in melee in hopes of escaping (steps 2–5).

WILDERNESS

The dragon is usually hunting or in the process of feeding, both bringing a hostile response to interlopers. Most dragons in the wilderness are encountered in flight (step 1).

- There is a slight chance the dragon could be engaged with another dragon in a territorial dispute. Characters risk drawing the attention of both.

① FLIGHT

The air is a dragon's most natural, physical world habitat. In flight it observes potential meals and possible invaders. Being aloft also gives it ample opportunity to invoke arcane talents (step 2).

- Although dragons can make terrifying double Move plunges, they tend to soar at a full Move in order still to express their breath weapon.
- A dragon in flight would likely only land after a successful use of its breath weapon, when targets seem sufficiently 'softened'.

② ARCANE TALENTS

Since it invokes as a free action, a dragon with arcane talents uses them often, hesitating only after gaining 10 or more fatigue.

- It usually starts with Fiery/Chilling Visage.
- In its lair, the dragon masks itself with Ethereal Smoke/Darkness, or Stillness.
- In the wilderness, it overcomes prey with Exhausting, Gloom Wave, or Speed Burst.
- In melee at the start of its turn, the dragon always targets a foe with Enthral.

③ BREATH WEAPON

The cone of fire or frost is not meant to obliterate targets but rather to incapacitate them for the dragon to resolve melee more easily. When flying, it makes a Glide Attack, circling around when the breath is idle.

- **Targets**: when sighting a dragon within its striking distance, characters are wise to select the Evade action (page 166). Then, if targeted with the breath attack, they have the chance to test Dodge to reduce the area attack's resulting shock.

  The GM might allow targets of a long-distance Glide Attack to test Initiative in order to select the Evade action proactively in anticipation of the breath attack.

④ PRESS

After a successful Breath attack from aloft, the dragon on its next turn takes a flying Charge action to make a Press attack, barrelling over smaller prey. Once grounded, it then begins melee (step 5).

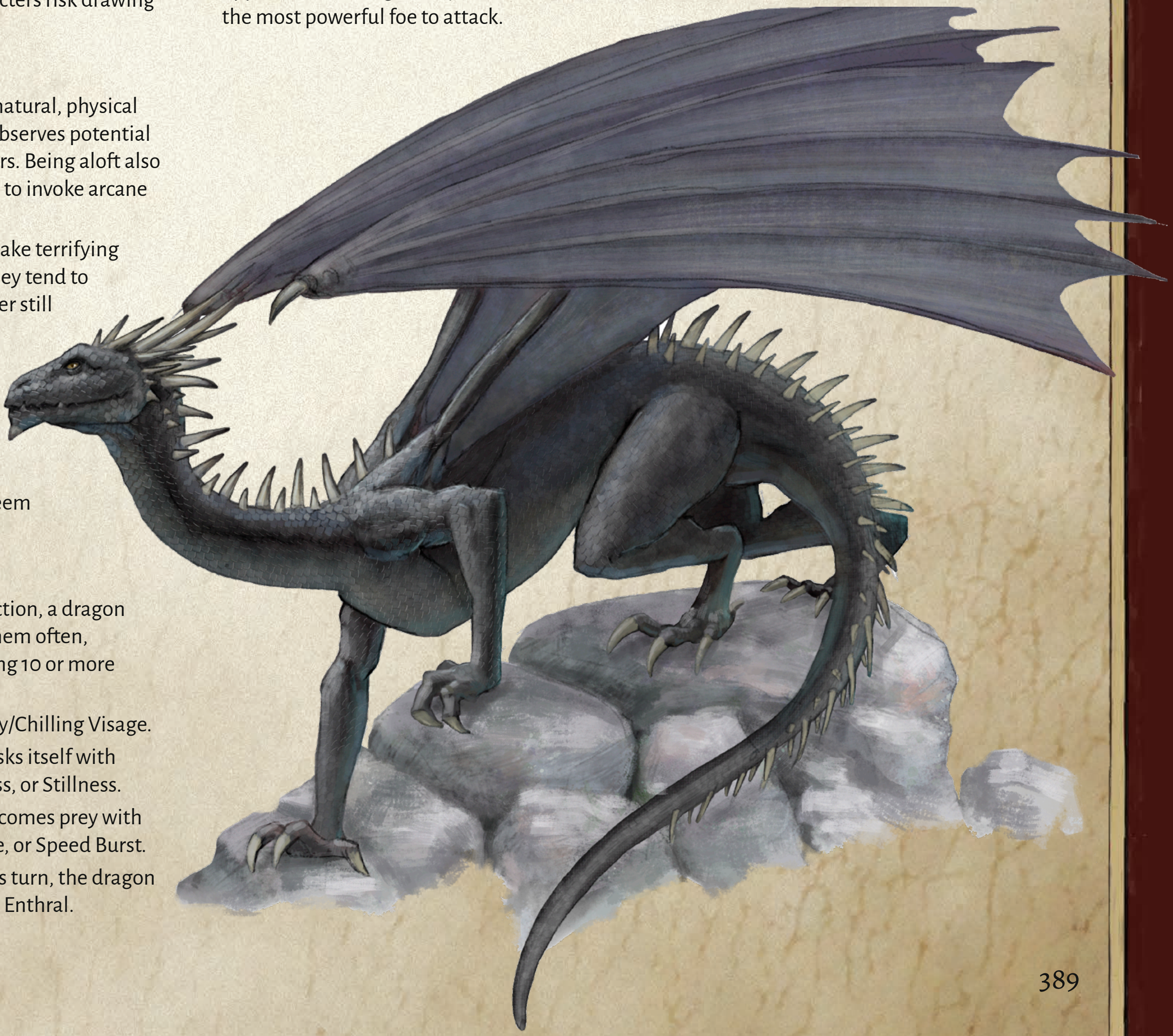
- **Overrun**: while preferring to be airborne, dragons on the ground can ignore the Engagement Zones of two (Young), five (Mature), or ten (Old) human-sized opponents, moving readily around to find the most powerful foe to attack.

⑤ MELEE

A dragon commits ferociously to melee.

- At the start of every turn, as a free action, it tests Enthral against the closest threat.
- As its action option, the dragon makes a **Bite** attack, preferably against a foe stunned by Enthral. Its head zone likely has enough AV to mitigate impact resulting from the Natural Weapons disadvantage against a foe's armed block (page 171).
- In melee defence, the dragon rears up and stretches its head away from foes, *counterstriking* with a *Claw* or *Tail*, both considered Mighty Strikes page 353). Its BODY LOCATION table reflects this position.
- When victorious in attack or defence, the dragon always accepts the free Press Roll against smaller targets (page 172).

Targets: characters attacking a dragon in melee can often only aim at the dragon's head without penalty when defensively counterstriking its Bite attack. Otherwise, characters attacking on their own turn usually face a rearing dragon, which reduces the reach of high-aimed strikes (see Zone Reach Penalty, page 352).



GRYPHON *Griffin · Mârenu*

3'–4' HEIGHT (SH.) · 5'–6' LONG · 300 LBS MEDIUM

The gryphon—or *griffin*—is an **eagle–lion** chimaera, possessing the head, wings, and forelegs of an eagle and the body and hind legs of a lion. It has pale brown to golden feathers and fur with darker, sometimes black, wing tips. Gryphons live in most mountains of Lythia, preying on grazing animals, especially horses. Unless provoked, they usually avoid folk.

Frighten Horses: horses must make a Fear roll when they perceive a gryphon. In addition to the results of this test, a horse mount imparts –20 penalty to its rider's Control rolls for an hour.

Glide: a gryphon achieves a soaring flight only by leaping from great heights. On the ground, it must make a full Move and succeed on an AGL test to achieve a slow, low-level glide (at half Fly 100).

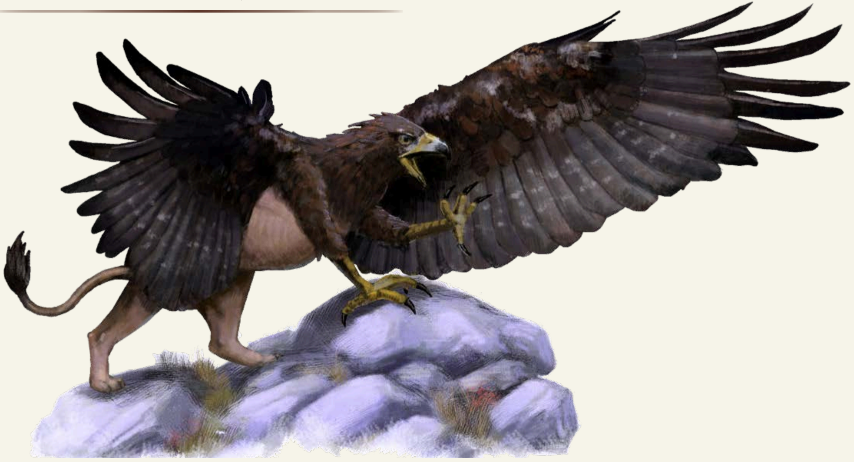
Wing-pounce: Gryphons flap their wings to rear up and pounce on their foes. A beak or talon attack includes a d10 roll against TN7. Success grants an Action TA for a claw attack against the same target, who may only try to Dodge in defence.

ATTRIBUTES			
STR	17	AUR	7
END	13	WIL	13
AGL	14	REA	8
PER	19	CRE	7
SNT	3		

SKILLS	ML
AWARENESS	80
INITIATIVE	62
SHOCK	66
SPIRIT	40
STEALTH	80
MOVE	70
FLY	200

WEAPON	RCH	ZD	ATK	DEF	IMPACT
BEAK	1	d2	75	· |75	d8+3P
TALON	1	d4	63	· |63	d10+2E
CLAW	1	d4	63	· |63	d8+2E
PRESS	1	·	75	· |75	d6+17 STR
DODGE	·	·	·	70	·

ZN	LN	LOC	B	E	P	F	SHOCK
1–2	1–4	HD	3	2	1	2	◍❺
	5–10	NK	4	3	2	3	●❺▽
3	1–10	FLG	2	1	0	1	○❷▾
4–5	1–10	WNG	2	1	0	1	❶▽
6–8	1–6	TX	4	3	2	3	◍❹
	7–10	AB	4	3	2	3	●❹
9–10	1–10	WNG	2	1	0	1	❶▽
11–12	1–3	QTR	4	3	2	3	◍❸
	4–9	HLG	3	2	1	2	○❷▾
	10	TL	2	1	0	1	❶▼
TAR 1			AREA AV:	2			❻



HIRÉNU *Hippogriff*

4' HEIGHT (SHOULDER) · 8' LONG · 500 LBS LARGE

The Hirenu—or *hippogriff*—is an **eagle–horse** chimaera, possessing the head, wings, and forelegs of an eagle and the body and hind legs of a small horse. They are usually bay, roan, or sometimes grey or even white. The omnivorous Hireni live in highlands and canyons where they hunt goat, deer, or boar and forage nuts, seeds, and leaves. While fearsome-looking, they can be timid in the face of aggressive foes.

Glide: Hireni usually achieve true flight by leaping from great heights. From the ground, if they make a full Move and succeed on an AGL test, they achieve a low-level glide (half Fly 100).

Screech: Hippogriffs have an ear-piercing screech that causes surprised foes to make a Fear roll (page 187).

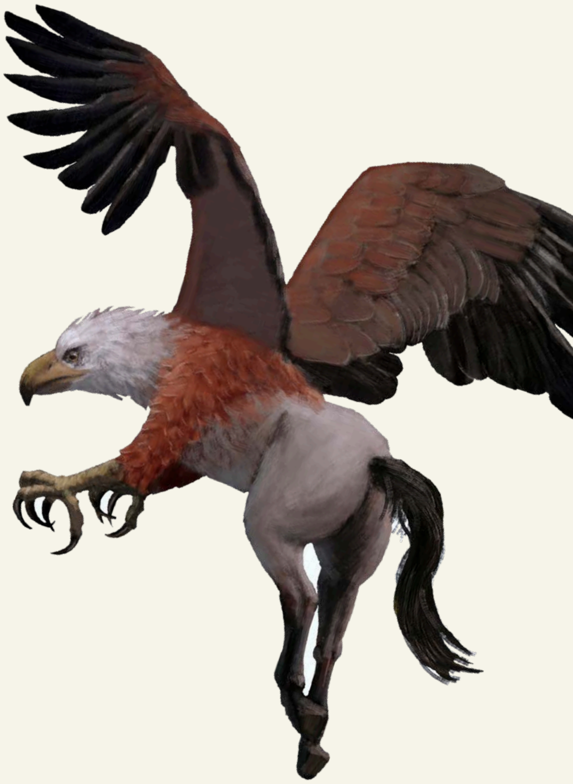
Trample: when moving over a prone target, a Hirenu may make one kick attack with –10 penalty. See Animal Special Abilities (page 354) for the entire Trample description.

ATTRIBUTES			
STR	22	AUR	8
END	11	WIL	12
AGL	10	REA	7
PER	20	CRE	6
SNT	3		

SKILLS	ML
AWARENESS	80
INITIATIVE	49
SHOCK	59
SPIRIT	40
STEALTH	75
MOVE	65
FLY	200

WEAPON	RCH	ZD	ATK	DEF	IMPACT
TALON	2	d6	62	· |62	d10+5E
KICK	2T	d8	55	· |55	d6+3B
BEAK	2	d3	55	· |55	d8+6P
PRESS	2	·	55	· |55	d6+22 STR
DODGE	·	·	·	60	·

ZN	LN	LOC	B	E	P	F	SHOCK
1–3	1–7	HD	5	4	3	4	◍❺
	8–10	NK	6	5	4	5	●❺▽
4	1–10	FLG	4	3	2	3	○❷▾
5–8	1–10	WNG	3	2	1	2	❶▽
9–11	1–7	TX	6	5	4	5	◍❹
	8–10	AB	5	4	2	4	●❹
12–15	1–10	WNG	3	2	1	2	❶▽
16–20	1–5	QTR	5	4	2	4	◍❸
	6–9	HLG	4	3	1	3	○❷▾
	10	TL	3	2	1	2	❶▼
TAR 2			AREA AV:	3			❻



UNICORN *Êrmael*

4'8" HIGH (SHOULDER) · 7' LONG · 700 LBS LARGE

Unicorns have folk-like intelligence, empathy, and morality, and live in groups of a half dozen in isolated temperate woodlands. All have horns—the mightiest are bronze- or golden-hued, a foot long, spiralled, and perfectly straight. Unicorn colouration varies as much as that of horses, and the coat of a grey stallion turns glossy white by the end of winter. They often tend *taur-im-aina* (elven holy groves) or reside in the *lællyn* (ethereal zones) of Emelrene. This association likely explains their aural and spiritual strength.

Gore: a successful horn strike after a charge receives a +5 bonus to impact.

Horn: the horn is an enchanted weapon. If it is struck or used to block, the unicorn suffers neither injury nor shock. By touching its own or another's injury with the horn, the unicorn may impart the effect of an AS 6 Healing elixir (page 272).

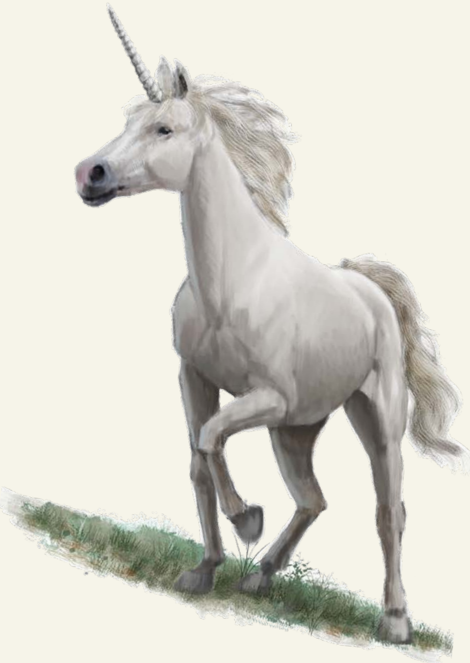
Trample: when moving over a prone target, a unicorn may make one kick attack. See Animal Special Abilities (page 354) for the entire Trample description.

ATTRIBUTES			
STR	24	AUR	15
END	16	WIL	15
AGL	10	REA	8
PER	19	CRE	8
SNT	5	EMP	10
MOR	11		

SKILLS	ML
AWARENESS	85
INITIATIVE	60
SHOCK	80
SPIRIT	60
STEALTH	70
MOVE	160

WEAPON	RCH	ZD	ATK	DEF	IMPACT
KICK	3T	d8	65	· | 65	d6+5B
BITE	2	d4	52	· | 52	d4+4P
HORN	4T	d6	71	76 | 71	d8+11P
PRESS	2	·	65	· | 65	d6+24 STR
DODGE	·	·	·	66	·

ZN	LN	LOC	B	E	P	F	SHOCK
1–3	1–3	HD	4	3	1	3	●❺
	4	HRN	WQ17				
	5–10	NK	5	4	2	4	●❺▽
4–5	1–10	FLG	4	3	1	3	○❷▼
6–12	1–6	FLK	5	4	2	4	●❹
	7–10	AB	5	4	2	4	●❹
13–16	1–5	QTR	5	4	2	4	●❸
	6–9	HLG	4	3	1	3	○❷▼
	10	TL	3	2	0	2	❶▼
TAR 2			AREA AV:	4			❻



WARG *Dire Wolf*

4' HIGH · 6' LONG · 240 LBS MEDIUM

Folklore tells of wolves of great size, speed, ferocity, and cunning. Such *dire wolves*—known as wargs in many places—live deep within thick forests, stalking alone or leading large packs of regular wolves. The legend of the Horned Hunter in Emelrene places wargs among the mysterious group of creatures said to hunt on nights of no moon. Led by a grey-green man or centaur, the pack is often associated with Vanaer, the Emhle god of the night who shares aspect with Naveh.

Canine Telepathy: a successful Telepathy invocation gives the warg projected communication with other wargs, wolves, and dogs within Talent Index × 100 feet for Index rounds. Reception is automatic.

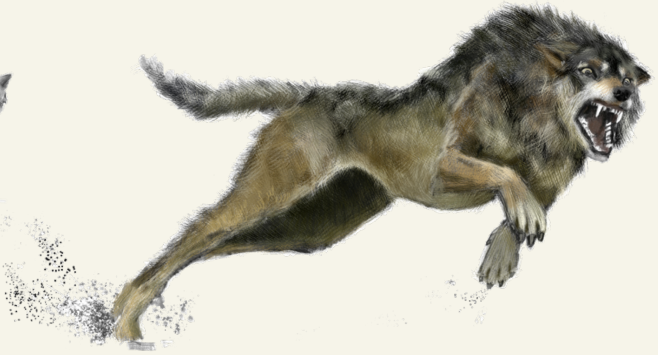
Frighten Dogs: domesticated dogs must make a Fear roll (page 187) when they perceive a warg. On a CF 0, a dog attacks its handler until the Will test succeeds (it becomes catatonic if no handler is present). No matter the Fear response, there is a –20 penalty to Control rolls while the dog perceives the warg, and for 10 minutes beyond.

ATTRIBUTES			
STR	18	AUR	6
END	18	WIL	16
AGL	12	REA	7
PER	16	CRE	10
SNT	5		

SKILLS	ML
AWARENESS	80
INITIATIVE	60
SHOCK	80
SPIRIT	44
STEALTH	56
TELEPATHY (T)	68
MOVE	150

WEAPON	RCH	ZD	ATK	DEF	IMPACT
BITE	1	d2	70	· | 70	d8+4P · AR 2
CLAW	1	d4	70	· | 70	d10+3E
PRESS	1	·	63	· | 63	d6+18 STR
DODGE	·	·	·	68	·

ZN	LN	LOC	B	E	P	F	SHOCK
1–2	1–6	HD	5	4	3	5	●❺
	7–10	NK	5	4	3	5	●❺▽
3	1–10	FLG	4	3	2	3	○❷▼
4–8	1–5	TX	5	4	3	5	●❹
	6–8	AB	5	4	3	5	●❹
	9–10	PV	5	4	3	5	●❹
9–10	1–8	HLG	4	3	2	3	○❷▼
	9–10	TL	3	2	1	2	❶▼
TAR 1			AREA AV:	5			❻



WÝRÈ *Wyvern*

12' LONG · 18' WINGSPAN · 600 LBS LARGE

Wyrhin look like two-legged, orange to dark brown dragons. While mistaken for young drakes, *wyverns* have a much lighter, more serpentine body. They walk awkwardly, flapping their wings to help move. Wyrhin live in the same mountainous areas as gryphons and hirenu and compete with them in hunting goats and domestic animals. They are aggressive and territorial and like to make diving surprise attacks.

Flight: unless leaping from a high peak, a wyre must make a full Move and successfully test AGL to get airborne.

Poison: about one in four wyverns have a barbed tail that delivers poison on a penetrating strike. A victim who fails the injury's accompanying Shock Roll is paralysed d6 minutes (F) or d6 rounds (CF) later [HP 10 minutes • HR6 – IL].

Wing-pounce: Wyrhin flap their wings to rear up and pounce on their foes. A bite attack includes a d10 roll against TN5. Success grants an Action TA for a talon attack against the same target, who may only try to Dodge in defence.

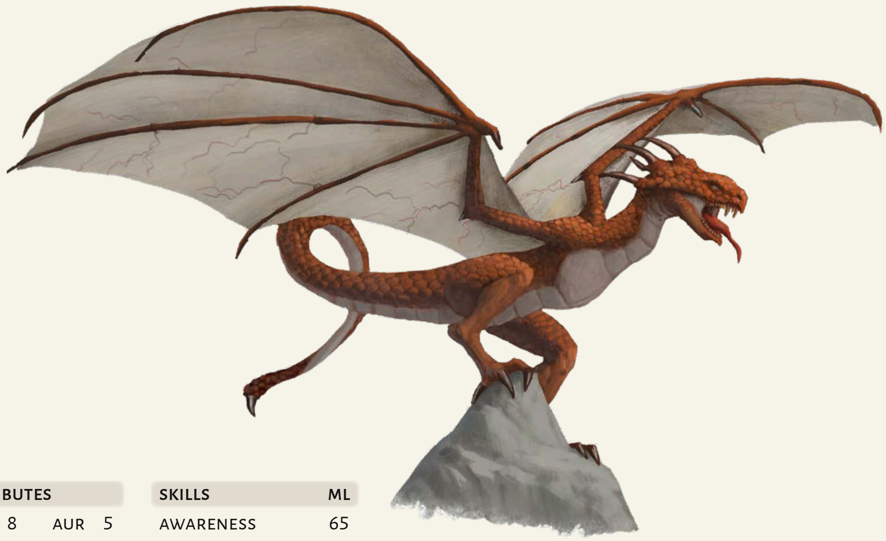
ATTRIBUTES			
STR	24	AUR	3
END	18	WIL	13
AGL	10	REA	4
PER	17	CRE	2
SNT	3		

SKILLS	ML
AWARENESS	75
INITIATIVE	45
SHOCK	70
SPIRIT	24
STEALTH	65
MOVE	50
FLY	150

WEAPON	RCH	ZD	ATK	DEF	IMPACT
BITE	4	d3	62	· |62	d8+7P · AR 2
TALON	2	d6	62	· |62	d10+6E
TAIL	5T	d8	55	· |55	d8+3P POISON
PRESS	2	·	62	· |62	d6+24 STR
DODGE	·	·	·	60	·

ZN	LN	LOC	B	E	P	F	SHOCK
1–4 2	1–4	HD	7	8	7	9	◍❺
	5–10	NK	8	9	8	10	●❺▽
5–7	1–10	WNG	4	5	4	6	❶▽
8–11	1–6	TX	8	9	8	10	◍❹
	7–10	AB	8	9	8	10	●❹
12–14	1–10	WNG	4	5	4	6	❶▽
15–20	1–3	LEG	8	9	8	10	◍❸▽
	4–5	FT	7	8	7	9	○❷▾
	6–10	TL	6	7	6	8	❶▾
TAR 2			AREA AV:			8	❻

The Zone Reach Penalty 2 applies only to human-sized melee strikes against a *rearing* wyvern, not against one *stretched* out horizontally.



***Wýrè Poison Example**: a Wyre strikes Azdar with its poison-tipped barbed tail in his left thigh for an S2P injury. His Shock Roll is 98, a failure (F) that does not even stun him (SHK 6), but he will be paralyzed in 4 minutes (determined by a d6 roll). Then every 10 minutes beyond, Azdar tests **HB × HR4** on the EXPOSURE HEALING ROLL table (page 185). The paralysis ends at HR6.*

YÉLGRI *Harpy*

4' TALL · 70 LBS · 10' WINGSPAN SMALL

Some consider the Yelgri to be a debased type of folk because they wield primitive weapons and communicate in strange coos and loud screeches. However, their carnivorous predation and skittish brutality place them well outside most folkish norms, closer to that of Gargun—their own hated predator.

The clamorous harpies exhibit a dull, pinkish-grey skin and thick hair on the scalp and down the spine. They use an almost prehensile tail to balance while roosting and to stabilise their nimble flight. Groups of up to a dozen Yelgri are found among the forested mountainsides of all climates throughout most of Lythia.

Melee: while they have clawed hands and feet, Yelgri prefer to use crude javelins and sticks (–1 WQ and impact).

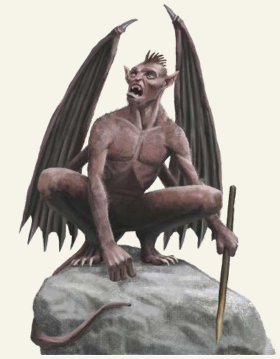
Stone Throwing: Yelgri throw small stones with a base range of 20 feet (d6 ZD at Point Blank and d8 ZD at Direct range). With arms independent of their wings, they can make flying, diving throws at a greater distance (BR 60 feet) and impact (+2 bonus) than that listed.

ATTRIBUTES			
STR	8	AUR	5
END	7	WIL	10
DEX	8	REA	6
AGL	10	CRE	6
PER	16	EMP	3
		ELO	2

SKILLS	ML
AWARENESS	65
INITIATIVE	40
SHOCK	40
SPIRIT	21
STEALTH	65
MOVE · FLY	55 · 200

WEAPON	RCH	ZD	ATK	DEF	IMPACT
JAVELIN 2-H	4T	d6	54	54	d8+2P
STICK 1-H	2	d6	49	49	d6–2B
CLAW	0	d2	45	· |45	d8–2P
STONE	[20']	d6·8	55	·	d6+0B
DODGE	·	·	·	44	·

ZN	LN	LOC	B	E	P	F	SHOCK
1–2	1–3	HD	0	1	0	2	◍❺
	4	NK	0	1	0	2	●❺▽
	5–8	ARM	0	1	0	2	◍❸▾
	9–10	HA	0	1	0	2	❷▼
3	1–10	WNG	–1	0	–1	1	❶▽
4–5	1–6	TX	0	1	0	2	◍❹
	7–10	AB	0	1	0	2	●❹
6	1–10	WNG	–1	0	–1	1	❶▽
7–8	1–6	LEG	0	1	0	2	◍❸▾
	7–8	FT	0	1	0	2	❷▼
	9–10	TL	0	1	0	2	❶▼
TAR 1			AREA AV:			2	❻



Spirits

A spirit is an entity that naturally inhabits a soul in the spirit world and has no inherent body in the physical world. Many spirits, such as ghosts, remain forever incorporeal in this way. However, other spirits, such as certain demons, are also capable of existing in the physical world—of becoming corporeal.

Note*: the qualities of the spirit world are discussed more fully in the Astral Mysteries section (page 289).*

INCORPOREAL SPIRITS

All spirits are naturally incorporeal—they inhabit an active soul with perspective in the spirit world. As incorporeals, spirits have the following characteristics.

Active Soul: the spirit may take spirit actions in the astralscape.

Attributes: incorporeal entities have only mental attributes, which can include Morality (MOR).

Trauma: only mental trauma affects spirits.

Dissolution: when suffering from dissolution, the spirit may not take spirit actions. Dissolution lasts for days, varying according to the source. While dissolved, the spirit's soul effectively 'disappears' in the astralscape—other entities cannot interact with it.

Possession: an active soul with no natural body may engage in spirit conflict with the souls of entities in an attempt to gain control of their bodies in the physical world—this is called possession (page 297). Since doing so is risky, and some consider it immoral, many spirits refrain from attempting possession.

Animation: an active soul may try to control an object in the physical world—this is called animation (page 297).

The nature of Kelestia does not easily fit predictable classification. Consider these abnormalities.

Ether-corporeal: due to rifts between the astralscape and landscape, some spirits inhabit the spirit world and physical world at the same time. See the exotic—and quite dangerous—Da Anchen (page 395).

Manifestation: some spirits can produce sensory phenomena in the physical world while remaining incorporeal in the spirit world. This is not incarnation but rather what is called manifestation. See the Ghost entry (page 396) as an example.

Semi-corporeal: the Lyahvi spell Passage (page 235) allows a mage to exhibit some incorporeal features while still actually inhabiting the body.

CORPOREAL SPIRITS

While all spirits are naturally incorporeal, some of them can become corporeal—that is, they can exist temporarily in the physical world. Some do so through possession. Others achieve it through *incarnation*. The Bestiary entries identify which process spirits prefer.

Incarnation

Incarnation is to spirits what—in reverse—astral travel is to mortal folk: a way to transcend their normal state of existing. Whereas astralists from the physical world are able to inhabit their souls in the spirit world, incarnated spirits can inhabit a kind of 'body' in the physical world—called a *form*. The form gives them perspective in the physical world and allows them to touch and be touched by other beings and objects. In all respects, the form is actually 'there' in the physical world.

Incarnated spirits have the following characteristics.

Dormant Soul: incarnated spirits may not take spirit actions in the astralscape. They may make Spirit tests in response to opposing Spirit Conflict, but they are *not* considered Native Souls while incarnate.

If an incarnated spirit suffers soul dissolution, its incarnation is dramatically destroyed—it burns to cinders; explodes in a puff of smoke; or crumbles to dust.

Attributes: incarnated spirits can have both physical and mental attributes.

Trauma: physical and mental trauma affect incarnated spirits similarly to physical beings. Their form usually mimics all of a living body's physiological functions, such as bleeding and unconsciousness. Exceptions are noted.

When an incarnated spirit suffers a KIA Shock State, they lose their form in the same dramatic way as described above. The spirit then immediately reinhabits its soul in the spirit world and suffers dissolution for usually 3d6 days (the duration can differ according to the entity).

Arcane Defence: some incarnated spirits are only affected by magic weapons and incantations. These spirits do not suffer physical trauma. Instead, they test **Spirit** to avoid dissolution when so 'injured'. Specific entries will note this special case.

Duration: a spirit remains incarnated until it is 'killed' (above) or until some other limitation is reached. With arcanely summoned spirits, the temporary incarnation ends when the spell ends. Some spirits are incarnated at the whim of an entity in the spirit world, as with certain demons. Other spirits, such as the troublesome Asiri, completely control their own incarnation. Each entry addresses such unique qualities.

ASÎR *Air Sprite*

3"–12" TALL

When the mischievous Asiri incarnate in the physical world, they usually take flying form as either a near-opaque haze or diaphanous faerie shape. In either case, an Asir ranges from just a few inches to no more than a foot tall.

Asiri are attracted to enchantments and, if incorporeal, will engage in Spirit Conflict to possess the person or artefact with the highest Aura or Ego. The greater the enchantment's power, the more aggressive their behaviour. They like to lie in wait within mundane objects. Also known as *air sprites*, they sometimes form tribes of up to a dozen.

Emote: the Asir must sense a target's soul from the Spirit World (page 295). Then, with a successful Emote test, it instills in a target an emotion (such as jealousy, love, doubt) or a sunsign personality trait. The target resists the effect with a higher opposed Spirit test (break ties).

Duration: d6 hours per Asir star victory.

Enthral: as the Arcane Talent of the same name (page 261). The Asir must be incarnate to invoke it.

ATTRIBUTES			
STR	[10]	AUR	13
END	[8]	WIL	10
DEX	[13]	REA	10
AGL	[14]	CRE	14
PER	[13]	EMP	10
CML	[12]	ELO	4

[#] WHEN INCARNATE

SKILLS	ML
AWARENESS	60
EMOTE	72
ENTHRAL (T)	60
INITIATIVE	50
SPIRIT	72
STEALTH	70
FLY	70

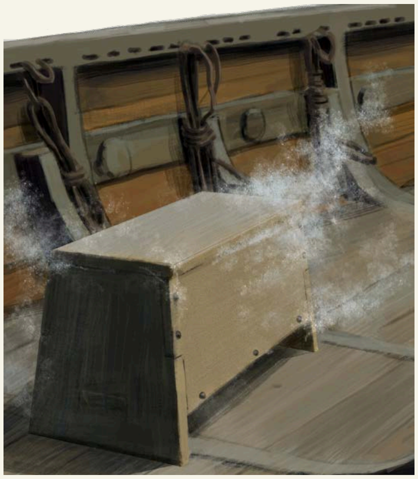
WEAPON	RCH	ZD	ATK	DEF	IMPACT
DODGE	·	·	·	70	·

ZN	LN	LOC	B	E	P	F	SHOCK
1–2	·	·	·	·	·	·	SPIRIT

TAR 1 AREA AV: · ·

Incarnation: Asiri may incarnate as a free action on their turn. Observers must successfully test **Awareness** to see their form even in full light (CS in dim light).

When seen, an Asir tests dodge to avoid attacks and has but two-ZN in its Body Location table. Only enchanted weapons or spells that would otherwise injure it have an effect. If so struck or affected, the Asir must successfully test **Spirit** or lose incarnation and suffer dissolution for d6 days (CF 3d6 days).



Incorporeal: incarnated Asiri can reinhabit their soul in the spirit world by successfully testing **Spirit** as a 1-turn action (CS free action). They do this to engage in spirit conflict, attempt Emote, or escape danger.

AÚLAMITH *Dream Bearer*

1' TALL

Aulamithri are spirit servants of the deity Siem. They take form in the physical world as faerie-like humanoids less than a foot tall. They have colourful, delicate wings, the size of which increases in proportion to their Aura score.

When mortals experience a Lucid Dream, an Aulamith is sent to inform their soul in the spirit world. The *Dream Bearer* then often incarnates near the sleepers in order to protect their bodies during the astral dream journey. If the sleeper's body is threatened, an Aulamith can use its scratch and bite against foes to inflict bad luck and mental disorders.

Aura Bolt: as the Arcane Talent Elemental Bolt (page 261). The Aulamith must be incarnate to invoke it.

Bite: a penetrating bite gives the target three levels of psyche stress (PSY3). This is recovered as Mental Trauma; or dispelled as a CL III Neutral enchantment.

Enthral: as the Arcane Talent of the same name (page 261). The Aulamith must be incarnate to invoke it.

ATTRIBUTES			
STR	[6]	AUR	14
END	[4]	WIL	8
DEX	[14]	REA	8
AGL	[15]	CRE	16
PER	[12]	EMP	14
CML	[14]	ELO	10

[#] WHEN INCARNATE

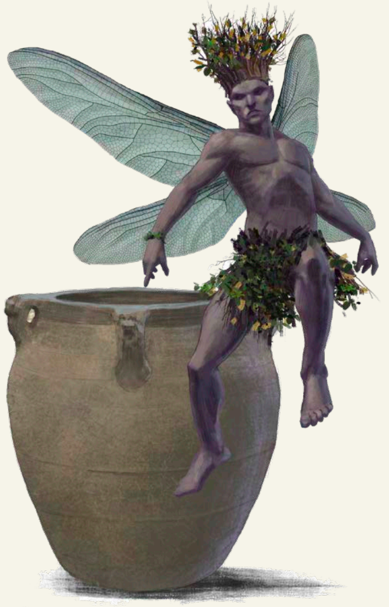
MOR 14

SKILLS	ML
AURA BOLT (T)	55
AWARENESS	50
ENTHRAL (T)	68
INITIATIVE	40
SPIRIT	68
STEALTH	70
MOVE	15
FLY	75

WEAPON	RCH	ZD	ATK	DEF	IMPACT
BITE	0	1/d6	60	· |60	d4–2P
SCRATCH	0	1	70	· |70	d6–3E
DODGE	·	·	·	70	·

ZN	LN	LOC	B	E	P	F	SHOCK
1–3	·	·	·	·	·	·	SPIRIT

TAR 1 AREA AV: · ·



Incarnation: Aulamithri incarnate as a free action on their turn. During a full moon—the 15th of every month—viewers can clearly see them. On other days, a viewer must test Awareness (–5 penalty per furthest day before or after the 15th).

When seen, an Aulamith tests **Dodge** to avoid attacks and has but three ZN in its Body Location table. Only enchanted weapons or spells that would otherwise injure it have an effect. If so struck or affected, the Aulamith must successfully test Spirit or lose incarnation and suffer dissolution for d6 days (CF 3d6 days).

Incorporeal: incarnated Aulamithri can reinhabit their soul in the spirit world by successfully testing Spirit as a 1-turn action (CS free action).

Scratch: a scratch curses the target with bad luck. The victim makes a d10 roll versus TN6 with all tests—failure reduces the accompanying test's success level by one. The victim overcomes the curse with a **Spirit** test success (one try per d6 days). It may also be dispelled (CL3 Neutral).

DÂ ÂNCHEN *Eldest Ones*

ETHER-CORPOREAL

The Eldest Ones appear in places where the veil between the spirit and physical worlds is torn. Some speculate they come from the evil plane of Durathrhor or perhaps are vestigial servants of the Earthmasters. Whatever their origin, they inhabit remote shadowy dells and damp cold valleys. Usually encountered only at night, the Da Anchen have recently terrified wilderness travellers during cloudy days, most famously among the Jerinalian Mountains of Emelrene.

Ether-Corporeal: appearing as inky masses about five feet in diameter, Eldest Ones simultaneously inhabit the spirit and physical worlds. This allows them to select from both spirit and physical actions on any given round.

Moving: Eldest Ones can seep through all beings and objects with Move 10 (or Move 90 if agitated—see sidebar).

Perceiving: they use Spirit Sensing to locate a physical target from the impression the being or object makes in the spirit world. This tests **EML70** plus the target's own AUR Modifier.

Gloom: Da Anchen so strongly exude darkness principle that they project a gloom into the physical world. It surrounds them in a 500-foot radius and reduces the emanation of all light. Sunshine is muted; forests turn dim; a moonlit night is utterly black.

Image: viewers must succeed on an **Awareness** test to see Eldest Ones in muted light, or a CS in dim shadow. They cannot be seen in darkness.

Malaise: targets who are able to see an Eldest One may try to dodge its deathly cold touch attack. A G4 or G5 injury from this clammy malaise also ages the target d6 years per IL. A **Spirit** test by the target eliminates 2 (S) or 4 (CS) of the d6.

Negation (Charge/Attack action): a touch and successful **Negation** test extinguishes natural flames and dispels magic light or fire. Eldest Ones never suffer fatigue, but a CF causes Talent Misfire (page 260).

Duration: 10 minutes (CS Indefinite)

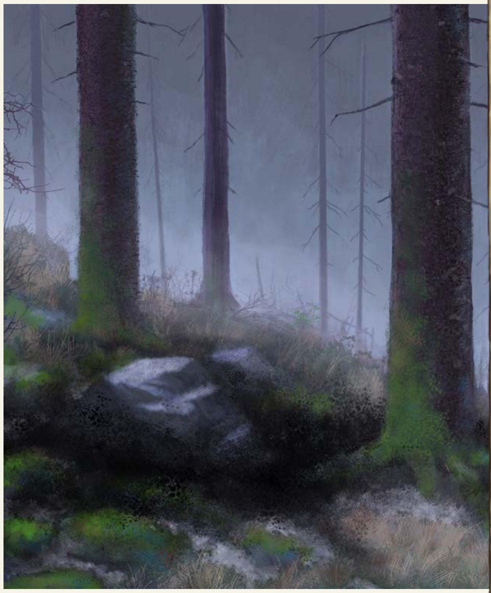
Suffocation: if an Eldest One strikes a target in the Head or Thorax zone and gains a TA, it may use it to induce asphyxia (page 183). Once per minute thereafter, victims may try to end the asphyxia with a successful **Spirit** test.

ATTRIBUTES			
AUR	22	CRE	10
WIL	15	EMP	18
REA	14	ABE	4
MOR	1		

SKILLS	ML
NEGATION (T)	72
SPIRIT	90
IMMERSION	100
ROAMING	90
SENSING	110
MOVE	10 · 90

WEAPON	RCH	ZD	ATK	DEF	IMPACT
TOUCH	0	d10	60	· |60	d4+9F · MALAISE
DODGE	·	·	·	70	·

Vulnerabilities: Aural Shock causes dissolution. Enchanted metals affect Da Anchen although they may try to dodge weapons. If struck, they must test **Spirit** successfully or dissolve for d6 days (CF 3d6). Water/Cold, Earth, Fire, and Light have no effect. They shun clear sunlight.



ENCOUNTER SEQUENCE

❶ GLOOM

Eldest Ones exude a palpably unsettling gloom in a 500-foot radius. All creatures make a **Spirit SV** test upon first entering it.

❷ PRESENCE

Creatures are affected by the Eldest One's presence when they get within a distance equal to their Spirit SV×10 ft (step 1 test).

- The specific effect in the table below is also governed by this Spirit SV result.
- A Spirit CF leaves the victim Catatonic for d6 rounds *before* applying the effect.

VICTIM SPIRIT SV TEST	
≤ 2	**NAUSEA**: –1 success level to all tests and half Move maximum (HP 10 min. · HR5).
3–4	**VERTIGO**: Stumble Roll with any physical action; no double Move (HP 1 min. · HR5).
5–6	**UNEASE**: –1 success level to Initiative tests for 10 minutes.
7+	**ODOUR**: perceive moulding fungus; rotting death; or a foul, indeterminate stench.

❸ EMPATHY REACTION

As soon as the Eldest One's presence affects a character in step 2, the GM makes a secret **Empathy** test for the victim:

VICTIM EMPATHY TEST	
CF/F	Character hears an unearthly cry and is struck by a wave of revulsion and despair. They later suffer *Lucid Nightmares* (step 5).
CS/S	Character feels momentary sadness; a brief nervous chill; a passing wave of doubt; or some other fleeting, unwelcome emotion.

❹ ACTIONS

The Eldest One is alerted to fire, light, and living entities within its gloom.

- It first targets *light sources* by testing Spirit Sensing **EML95**. If successful, it moves to snuff them out with Negation. Sensing light *agitates* it to Move 90.
- It next targets the character with the *highest Aura* by testing Spirit Sensing **EML70** (plus the target's AUR mod). If successful, it enters melee to attack.
- Characters make one Fear Roll (ABE4) when they 1) first see it; 2) fail the EMP test; or 3) are first within five feet of it.

❺ LUCID NIGHTMARES

Characters who failed the Empathy test in step 3 face Lucid Nightmares during their sleep for the next 2d6 days. Each night a d20 roll is made on the LUCID DREAM table (page 292). A positive entry result equals the duration in rounds of a Lucid Nightmare, with the following effects:

- An Eldest One appears in the dreamer's astralscape locale and initiates a *Spirit Conflict* attack each round. The dreamer receives the Native Soul bonus.
- If the Eldest One wins, the dreamer suffers 2 PSY levels per star—but no Aural Shock—and then makes a Reembodiment Roll. Lucid Nightmare checks are then repeated each night.
- If the character wins a Spirit Conflict just *once*, the Eldest One is driven off. This ends the nightmares, no matter how much remains of the 2d6 period.

GHOST

INCORPOREAL

A ghost is the spirit of a being who suffers great mental trauma at the moment of death. Rather than passing to the afterlife, a ghost remains in the astralscape close to where it died in the physical world. The motive for doing so varies: to right a wrong, to assuage guilt, to seek revenge. The ghost's Morality and Personality traits greatly affect its motivation and actions.

Manifestation (1-turn): although incapable of incarnation, a ghost may create phenomena in the physical world by making a **Spirit Success Value** test on the Manifestation table. The SV attained reflects the most intense or strangest effect possible—the ghost can choose to manifest something weaker. See the italicised examples for inspiration.

A being in the physical world who witnesses the effect makes a Fear Roll (page 187) with the given modifier.

While the Manifestation Roll always produces some sort of result, an actual *Failure* (F) on the Spirit SV test means the ghost cannot roll again for 3d6 hours, and a *Critical Failure* (CF) means the ghost suffers dissolution for 3d6 days.

ATTRIBUTES			
AUR	14	CRE	10
WIL	16	EMP	12
REA	10	ELO	8

Attribute and Skill scores vary according to the ghost's living characteristics.

SKILLS	ML
SPIRIT	75
COMMUNING	70
IMMERSION	75
ROAMING	75
SENSING	80

MANIFESTATION

SV	FEAR	RESULTING PHENOMENA
≤1	+20	INEXPLICABLE FEELING · *hair stands up on your arm.* · *a chill runs down your back.*
2	+15	
3	+10	INEXPLICABLE SOUND/SIGHT/SMELL · *the odour of a pipe.* · *hearing distant footsteps.*
4	+5	
5	0	BIZARRE SOUND/SIGHT/SMELL/TOUCH · *freezing cold air in one spot.* · *otherworldly moan or howl.*
6	–5	
7	–10	APPARITION · TELEKINESIS · *transparent 'ghostly' image.* · *an object flies across the room.*
8	–15	
9	–20	BIZARRE APPARITION · TELEPATHY · *an opaque hand touches you.* · *a voice speaks inside your head.*
10+	–25	

Spirit Actions: ghosts may only take actions in the spirit world. They can use *Spirit Sensing* to locate a specific being in the physical world who encroaches on their haunted territory. The test likely includes penalties from the target being *dormant* (–20) and *unfamiliar* (–20).

Ghosts usually have a Hostile estrangement against others who target them with *Spirit Communing*.

Particularly malevolent ghosts might attempt possession of a being's body through *Spirit Conflict*.

GHOST [SHADE]

INCORPOREAL

A type of ghost, a shade is the soul of a being who is no longer anchored to a body in the physical world but who has also not passed on to the afterlife. Shades inhabit the astralscape but have avoided the anguish that might have turned them into a typical ghost. They can arise out of various circumstances, such as the four examples to the right.

Spirit Actions: shades do not have the ability for incarnation or manifestation and may only take actions in the spirit world. Given their inability to or decision not to pass on to the afterlife, shades still retain some interest in the physical world. For this reason they are more likely than regular ghosts to undertake possession or animation (page 297).

Wilful Shade: at death the souls of beings usually automatically begin their Afterlife journey (page 298 sidebar). Characters from a shamanic tradition may make a **Trance SV** test at the moment of death. An SV9 or more gives them the option to remain in the astralscape as a wilful shade (see Ancestor Spirit, right).

Ancestor Spirit

ATTRIBUTES			
AUR	14	CRE	12
WIL	12	EMP	14
REA	16	ELO	14

SKILLS	ML
SPIRIT	65
COMMUNING	75
IMMERSION	80
ROAMING	70
SENSING	75

When the being died, the soul wilfully remained in the astralscape as an ancestor spirit. Tribal shamans make spirit journeys to petition the shade for powers. An ancestor spirit would also have several other high skill MLs—specific ones varying by culture.

Animal Spirit

ATTRIBUTES			
AUR	4	CRE	5
WIL	13		
REA	5		

SKILLS	ML
SPIRIT	24
IMMERSION	09
ROAMING	09

Upon death, the souls of some beasts remain in the astralscape as a wilful shade similar to an Ancestor Spirit. The above shade is such a *wolf* spirit. Animal spirits often grant totem powers to shamanic astralists, and they can also form a soul-connection with folk who have the Transmutation talent.

Dalmôrvrin Spirit

ATTRIBUTES			
AUR	10	CRE	10
WIL	16	EMP	12
REA	10	ELO	10

SKILLS	ML
SPIRIT	39
COMMUNING	39
IMMERSION	39
ROAMING	39
SENSING	44

This being faced the Shadow and chose to vacate its body rather than become an Amorvrin or pass to the afterlife. With a body now controlled by Morgathians as a Dalmorvrin, the spirit's motivation for possession or animation will greatly vary according to morality and personality.

Navéhan Devout Shade

ATTRIBUTES			
AUR	12	CRE	10
WIL	14	EMP	8
REA	12	ELO	14

SKILLS	ML
SPIRIT	52
COMMUNING	62
IMMERSION	57
ROAMING	52
SENSING	47

This type of shade arises when its body dies through Navehan ritual suicide. If ritually summoned by a Navehan priest, this so-called 'demon' can be commanded to possess or animate from the astralscape a body or object in the physical world.

GYTÉVSHA

INCORPOREAL

The Gytevshai are demonic spirits who do the bidding of Naveh, the god of darkness and death. Religious doctrine teaches that Naveh did not create the Gytevshai but rather harnessed them from the 'void'. Since a Gytevsha cannot incarnate in the physical world, it instead assails victims through spirit conflict. Priests of the Navehan religion have developed arcane rituals to summon and command them to torment enemies of the church. Some Gytevshai also seem to harass mortals all on their own, perhaps at the whim of Naveh himself.

GREATER GYTÉVSHAI

The most powerful Gytevshai are three unique demons named *Gekrish*, *Krasula*, and *Vesha*.

Gékrish: known as the *Hands of Despair*, Gekrish is most often sent to punish Naveh's unfaithful. He usually possesses and torments their body, and then 'stills the heart with talon-hands', literally killing victims through cardiac arrest.

Krasúla: the *Hunter of Sleep* delivers traumatising nightmares. He can also project into the physical world an unsettling image of a child with one pale blue eye and one dark black eye.

Vésha: the *Mouth of Falsehood* sows deceit and confusion. Victims hear Vesha's commands as whispers in their ear, dark missives encouraging dark acts.

LESSER GYTÉVSHAI

More numerous are the servitor spirits of Gekrish, Krasula, and Vesha. They have less powerful versions of the very same abilities expressed by their respective Greater Gytevsha superiors.

DEVOUT SHADE

The monthly Navehan ceremony called *Dezenaka* sometimes includes the voluntary suicide of an aged priest. Upon dying they often choose to remain in the afterlife as a type of ghost called a *shade* (page 396). They roam the astralscape close to their home temple, often answering ritual summonings like the Gytevsha. Although colloquially called 'demons', devout shades lack the following unique Gytevsha powers and so torment only through possession.

GYTÉVSHA POWERS

Both Greater and Lesser Gytevshai are natural spirits—active souls in the astralscape. Except when temporarily dissolved, Gytevshai may take one of the five spirit actions (page 294) each turn.

Gytevshai torment souls by targeting them in Spirit Conflict. If victorious, in addition to causing dissolution, the demon has the option to express a power unique to its Gytevsha type:

TYPE	POWERS
GÉKRISH	POSSESSION · STILL HEART
KRASÚLA	NIGHTMARE · MANIFESTATION
VÉSHA	CONFUSION · DECEIT

The same demon may express each such optional power only once per victim per day, and only one per round of conflict.

Confusion: the demon inflicts two Psyche Stress levels (PSY) per victory star of the spirit conflict. Targets acquire the psyche trait called *confused*. Whenever the victim wishes to choose an action or make a decision, the GM rolls d10 against TN8 (Greater Gytevsha) or TN5 (Lesser). A success means the victim chooses to Pass, briefly hesitating. During recovery (page 189), victims have –5 penalty per MOR below 8; or +5 bonus per MOR above 13.

Deceit: as for Confusion, except the psyche trait is *deceitful*. Whenever victims face a decision, a successful d10 roll against TN8 (Greater) or TN5 (Lesser) means their Morality score is halved while making the decision.

Manifestation: the demon makes a **Spirit SV** test to create an image, seen only by the victim, of a male child's face with one pale-blue eye and one deep black eye. Resolve like a Ghost's Manifestation ability but include the Aberrance of Lesser (ABE 1) and Greater Gytevshai (ABE 3).

Nightmare: the demon inflicts 2 Psyche Stress levels (PSY) per victory star of the spirit conflict. The nightmare's accompanying trait is determined randomly (page 188).

Possession: the demon possesses the target's body (page 297).

Still Heart: the victim makes an **Endurance** test as a Shock Roll against SHK8 (Greater Gytevsha); or SHK7 (Lesser). Resolve with step 4.3 of the Injury Routine (page 169).

Greater Gytévsha

ATTRIBUTES			
AUR	21	CRE	18
WIL	17	EMP	21
REA	12	ELO	19
ABE	3	MOR	4

SKILLS	ML
SPIRIT	95
COMMUNING	115
IMMERSION	100
ROAMING	115
SENSING	120

Lesser Gytévsha (Servitors)

ATTRIBUTES			
AUR	14	CRE	12
WIL	11	EMP	14
REA	8	ELO	12
ABE	1	MOR	6

SKILLS	ML
SPIRIT	65
COMMUNING	70
IMMERSION	60
ROAMING	70
SENSING	75

Gytevshai reduce attribute and skill *ML* by 20 when taking actions during twilight; or by 40 when making the rare daytime attack. These penalties apply whether outdoors or not.

ENCOUNTER SEQUENCE

See the Astral Journey Routine (page 291).

① SUMMON GYTÉVSHA

The priest must successfully cast *Summon Gytevsha* (page 346–347).

- Some demons issue forth on their own, without summoning.

② SPIRIT ROAMING

The demon makes Spirit Roaming tests to find the victim's astral locale (page 294).

- The demon suffers the –20 penalty if it lacks familiarity with the locale.

③ SPIRIT SENSING

Upon finding the victim's astral locale, the demon makes Spirit Sensing tests to identify the victim's soul (page 295).

- The victim's soul is likely dormant (–20 penalty) and unfamiliar (–20 penalty).

④ SPIRIT CONFLICT

The demon engages the target in Spirit Conflict (page 296), subjecting it to its Aberrance in the first round (page 187).

- If the target is a being inhabiting its body in the physical world—a Native Soul—remember to increase its Spirit tests in the conflict by one success level.

⑤ OUTCOME

- If *victorious* in Spirit Conflict, the demon inflicts dissolution in the target and may elect to use one of its Gytevsha Powers.
- If *defeated* in Spirit Conflict, the demon suffers dissolution.

PLACE ENERGY *Lællyn*

ETHER-CORPOREAL ZONE

While not living entities, place energy widely exists in the astralscape and so is discussed here in the Spirit section of the Bestiary.

Place Energy is a large category of phenomena that inhabit simultaneously both the spirit and physical worlds. The Emelrene region contains the greatest variety of these ether-corporeal zones, often there called *lællyn*. Most exude a connection with a principle element—Earth, Metal, Fire, Air, Aura, or Water. Astralists who undertake Spirit Immersion in the zones experience *Sunsign Intensification*, as explained in the Astral Journey Routine (page 296).

Place Energy is so powerful that simply being within its boundary in the *physical world* has the same intensifying effect: creatures increase their positive Sunsign modifiers by 5 or decrease their negative ones by 5 in relation to the zone's principle element. See the Sunsign Modifiers table (page 22).

Place Energy is greatly variable in nature, but only three types are detailed here—*Ambient Fields*, *Ethereal Rivers*, and *Temporal Zones*. Even these are not exhaustive categories, as most exhibit unique characteristics. Note the example at the end of each kind's section.

Ambient Fields

Place Energy associated with Air, Earth, Fire, or Water is sometimes so strong that it allows for shamanic petitioning from the *physical* world. A shaman can make the petition for an Energy Spirit Power from within the boundaries of such an ambient field by following these steps:

[1] Time: 10 minutes of concentration.

[2] Power Anima: the shaman selects a power (I, II, or III), but the level cost is doubled (2, 4, or 6). The power so drawn from an ambient field is not stored like those gained from an astral journey, but the shaman still must have the unstored Spirit Index to cover its higher level cost.

[3] Test: the shaman tests **Spirit (Trance SR)** on the Energy Wielding table (page 305). A failed Trance SR decreases the Spirit success level by one.

[4] Wielding: if successful, the shaman gains and then must immediately wield the power. There is no opportunity to 'store' it for later wielding.

THE HIGH VALE

More properly called the *High Vale of Our Mothers*, this ambient Earth field is revered by the tribal Kath of central Hârn. Located west of Tashal in the Kathela Hills, the field attracts their people's wandering shamans, who come to petition for readily enhanced foraging skill.

Fog: a shaman making an ambient petition amid a foggy morning may select a Water power instead.

Ethereal Rivers

This kind of Place Energy flows in the astralscape along the same course as a physical river in the landscape. Not all rivers possess such spirit world 'mimics'; and sometimes ethereal rivers exist where there is no longer a corresponding physical one—or at least no longer a visible one at ground level.

Physical World: folk travelling by boat or raft on a physical river connected to an ethereal one automatically intensify their sunsign according to *Water* principle. Those actually submerged in the river—either swimming on or under its surface—increase the corresponding modifier effect by plus or minus 10.

Spirit World: souls taking Spirit Roaming actions increase by one success level the Spirit (Creativity) test when travelling from one astral locale on an ethereal river downstream to another one. They are similarly penalised going upstream. Spirit Immersion within the ethereal river has its usual benefits.

MELDELÁRAS-LÆLLYN

This ethereal river flows along the course of the Yuvra river in northern Emelrene and empties into the Hedegu Vortex in Quandas Bay over 50 miles downstream. Spirit Roaming along the Meldelaras makes Astral Drift especially difficult to overcome (–20 penalty). Moreover, a Critical Failure on the Creativity test to shake off Astral Drift means the soul is automatically swept into the Hedegu Vortex, whose egress has yet been documented.

Temporal Zones

Some Place Energy distorts the passage of time, either slowing it down or speeding it up compared to the rate outside.

Physical world: spending one round in a slow zone might see two minutes pass outside (one hour equals one day). Slow zones can be quite large—up to a dozen square miles—and they often intensify Water or Earth principle.

Quick zones distort time to a similar, but inverted extent. They seem to be rarer than slow zones but are of a similar size. Quick zones often intensify Fire or Air principle.

Spirit world: Spirit Roaming in an astral locale within a slow zone carries a –20 penalty; doing so within a fast zone has a +20 bonus. Spirit Immersion within temporal zones has its usual benefits.

ÁBRELA-LÆLLYN

Located in the Jerinalian Mountains of Emelrene, Abrela-lællyn is a severe slow zone in which only *five seconds* seem to pass for every *month* that does outside (Spirit Roaming carries a –60 penalty). A vault about a half mile within its boundary houses artefacts and texts sacred to the tribal Emhle. The zone helps reduce the decay of these items and also dissuades idle exploration—a year passes outside for every minute spent within it.

BARÁSI POINT FILAMENTS

The Savoryan Barasi al Kynvallwyn ('the Far Sighted') speculated that the filaments that connect two eponymous correspondence points are *ethereal life forms*. They seem to come into existence, exhibit a tendency to undulate, and then expire as a natural process. They express a certain volition in how they seek to attach their ends to similar terminus locations. The Melderyni mage Kemdalwyn al Manawydan developed the Gate spell to 'hijack' an anchored end of a Fixed filament and force it to seek out a new terminus as visualised. The now Semi-fixed filament attaches itself to *a string of Unfixed and Semi-fixed filaments* in an attempt to guide the series as close as possible to a terminus that best matches the mage's mental projection. The process is quite stressful on the filaments.

V'HÎR *Agrikan demons*

INCARNATED

The spirits known as the V'hiri are the brutal and warlike servants of the god Agrik. They are stratified into seven orders below the supremacy of the deity himself. Theoretically, each successive group consists of eight times the number in the previous one:

ORDER	V'HÎR	NUMBER
2ND	AR'V'HÎR	8
3RD	TAN'V'HÎR	64
4TH	SU'ÛRA	512
5TH	HESA V'HÎR	4,096
6TH	BAN'V'HÎR	32,768
7TH	VAYÊRA	262,144
8TH	VII	2,097,152

The 2nd order are also known as the eight Sons of Agrik, often mistakenly called by mortals as simply 'V'hiri'. While strength and ability decrease with each lesser order, all exhibit a near-equal fearlessness and passion for violence.

Whether sent forth from the hellish fortress of Balgashang or summoned by Agrikan priests, the seven orders of V'hiri incarnate similarly in the physical world. They appear as bipedal humanoids with cloven hooves, scalloped wings, and deadly claws. They have a black, squamous hide, as if hardened like cold magma. Literally shrouded in shadow and fire, all V'hiri wield weapons favoured by their master—metal-barbed whips, heavy maces, and sickle-shaped swords. While in single battle mortal folk can sometimes defeat members of the weaker orders, the eight Sons exude a fell power insuperable to all but the mightiest Kethiran.

Blood of Agrik: V'hiri have blood akin to oozing magma, and they can suffer Shock from bleeding. V'hir blood that touches a creature inflicts the demon's Fire impact (see V'HIR ABILITIES table, next page).

Flame: V'hir bodies and weapons are enveloped in dancing flame. A successful weapon attack inflicts the listed Fire impact to the very same location struck, rolled separately as its own burn injury. Bonus Impact TA apply only to the weapon aspect's impact. Burn injuries do not compound with weapon aspect injuries—but both can compound with themselves over successive strikes.

Opponents who are victorious with an *unarmed* attack or defence against a V'hir also suffer its fire impact to the zone they used in the test (in a random location).

Flight: the leathery wings of V'hiri allow for cumbersome flight from the ground. With a leap from at least 50 feet up, they may achieve a brief, faster glide (triple Move score for six rounds).

Incarnation: V'hir do not have control over their own incarnation. They are either sent forth by Agrik through some interdimensional portal, or summoned by an arcanist. The demons lose form if they suffer KIA Shock or—if summoned—when the spell ends. In either case, their soul is then dissolved for d100 days.

Language: V'hir have fluency in the Agrikan temple tongue called Surikal (Index equals half ELO, rounded up).

Molten Ash: V'hir that lose form explode in a shower of molten ash. Creatures within a distance equal to the demon's height suffer an Area Attack from its Fire impact. Aware creatures who successfully test **Dodge** reduce the resulting Injury Severity by 1 (S) or 2 (CS).

ISSUED V'HÎRI

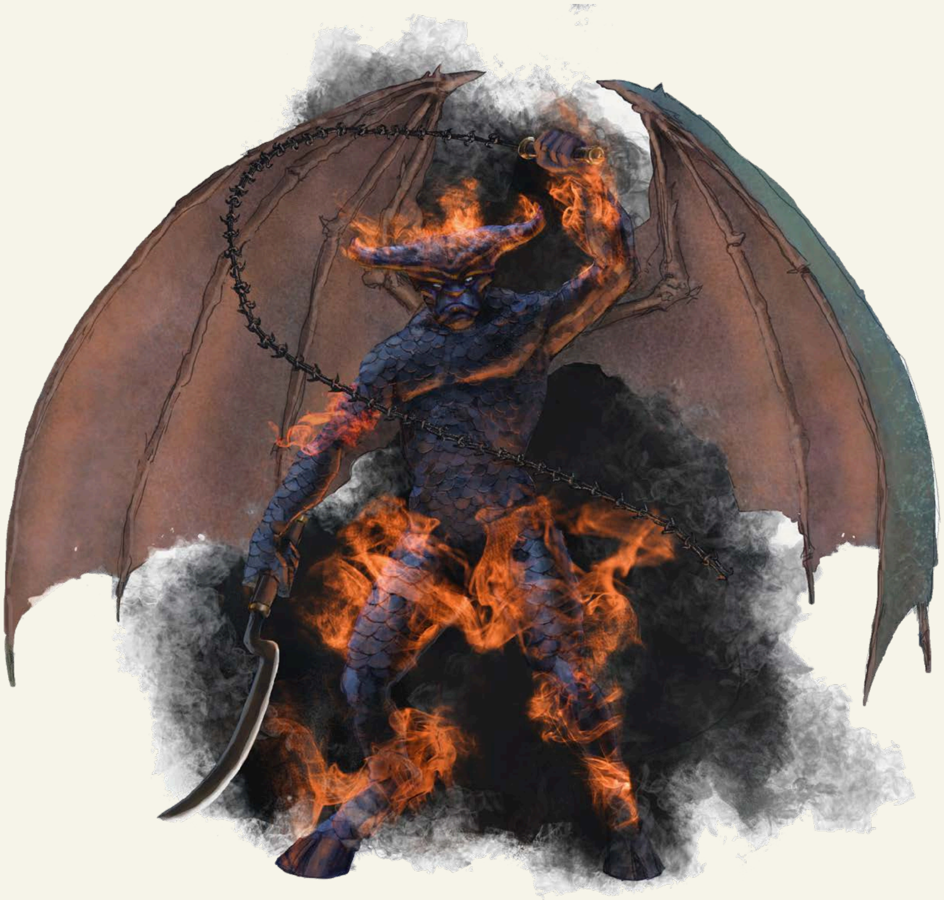
Although Agrik is said to send forth V'hiri on his own from time to time, scholars do not understand who or what really commands them. These V'hiri incarnate in the world by way of various types of Gateway forces.

SUMMONED V'HÎRI

The arcane mystery Agrikan priests practice to summon V'hiri works by way of similar Gateway force. The summoner wields a precarious command over such demons; those known to have broken free express a rage severe for even their nature.

Shadow Cloak: a semi-corporeal shadow surrounds V'hiri. In dim light or darkness they receive +20 bonus to Stealth tests.

Vayéra and Vii: the 7th and 8th order V'hiri fear daylight. They suffer –20 penalty to Initiative and Morale tests when in broad daylight; or –10 penalty under overcast skies or in twilight.



V’HÎR ABILITIES

ORDER		HT	LBS	SIZ	STR	END	DEX	AGL	PER	ABE	AUR	WIL	REA	CRE	EMP	ELO	MOR	MOVE	FLY	AWA	STH	SPIRIT	INI
2ND	AR’ V’HÎR	7′6″	300	M	28	20	16	15	10	4	20	23	14	14	6	12	2	80	40	80	52	84	95
3RD	TAN’ V’HÎR	6′6″	220	M	24	19	15	14	10	3	18	19	13	13	5	10	3	70	35	70	48	72	80
4TH	SU’ÛRA	6′	190	M	21	18	14	14	10	2	16	17	12	12	5	8	4	65	35	65	48	64	75
5TH	HESA V’HÎR	5′6″	160	M	19	17	13	13	11	2	14	15	11	11	4	6	5	60	30	65	48	56	65
6TH	BAN’ V’HÎR	4′6″	110	S	16	16	12	13	11	1	12	13	10	10	4	5	6	50	30	60	48	48	60
7TH	VAYÊRA	4′	90	S	13	14	11	12	12	1	9	11	9	9	3	4	7	45	30	55	48	36	50
8TH	VII	3′6″	80	S	9	12	10	12	12	1	6	9	8	8	3	3	8	40	30	55	48	24	45

ORDER		WEAPONS	RCH	ZD	ATK	DEF	IMPACT	SPECIAL	DODGE	PRESS	TAR	SHOCK	B	E	P	F*	ZT
2ND	AR’ V’HÎR	BATTLESWORD	7	d6	92	92	d10+14E • d4+6F	ONE-HANDED	81	92 RCH 2	2	96	12	14	13	11	Ⓐ
		WHIP	11	d8	82	62	d8+9E • d4+6F	ENTANGLE • OFF-H					*IMMUNE TO FIRE IMPACT*				
		MACE	5	d6	82	77	d6+12B • d4+6F	OFF-HANDED									
		CLAW	2	d6	92	92	d10+8E • d4+6F										
3RD	TAN’ V’HÎR	BATTLESWORD	6	d6	88	88	d10+12E • d4+5F	ONE-HANDED	77	88 RCH 1	1	88	10	12	11	9	Ⓑ
		WHIP	10	d8	78	58	d8+7E • d4+5F	ENTANGLE • OFF-H					*IMMUNE TO FIRE IMPACT*				
		MACE	4	d6	78	73	d6+10B • d4+5F	OFF-HANDED									
		CLAW	1	d4	88	88	d8+6E • d4+5F										
4TH	SU’ÛRA	BAST. SWORD	6	d6	80	80	d10+9E • d4+4F	ONE-HANDED	72	80 RCH 1	1	80	8	10	9	7	Ⓑ
		WHIP	10	d8	70	50	d8+5E • d4+4F	ENTANGLE • OFF-H					*IMMUNE TO FIRE IMPACT*				
		MACE	4	d6	70	65	d6+8B • d4+4F	OFF-HANDED									
		CLAW	1	d4	80	80	d8+4E • d4+4F										
5TH	HESA V’HÎR	BAST. SWORD	6	d6	76	76	d10+8E • d4+3F	ONE-HANDED	72	76 RCH 1	1	72	7	9	8	6	Ⓑ
		WHIP	10	d8	66	46	d8+4E • d4+3F	ENTANGLE • OFF-H					*IMMUNE TO FIRE IMPACT*				
		MACE	4	d6	66	61	d6+7B • d4+3F	OFF-HANDED									
		CLAW	1	d4	76	76	d8+3E • d4+3F										
6TH	BAN’ V’HÎR	MACE	3	d6	72	67	d6+7B • d4+2F	ONE-HANDED	72	72 RCH 0	1	64	6	8	7	5	Ⓒ
		WHIP (SHORT)	4	d6	62	42	d8+3E • d4+2F	ENTANGLE • OFF-H					*IMMUNE TO FIRE IMPACT*				
		CLAW	0	d3	72	72	d8+2E • d4+2F										
7TH	VAYÊRA	MACE	3	d6	68	63	d6+5B • d4+1F	ONE-HANDED	72	68 RCH 0	1	56	4	6	5	3	Ⓒ
		WHIP (SHORT)	4	d6	58	38	d8+1E • d4+1F	ENTANGLE • OFF-H					*IMMUNE TO FIRE IMPACT*				
		CLAW	0	d3	68	68	d8+0E • d4+1F	FEAR DAYLIGHT									
8TH	VII	MACE (HFT 9)	2	d6	62	57	d6+2B • d4+0F	ONE-HANDED	66	62 RCH 0	1	44	2	4	3	1	Ⓒ
		WHIP (SHORT)	3	d6	52	32	d8−1E • d4+0F	ENTANGLE • OFF-H					*IMMUNE TO FIRE IMPACT*				
		CLAW	0	d3	62	62	d8−2E • d4+0F	FEAR DAYLIGHT									

* Use the same F-impact Armour Value for Area AV (Shock 6).

Ⓐ

ZN	LN	LOC	SHOCK
1–2 [1]	1–7	HD	◍❺
	8–10	NK	●❺▽
3–5 Ⓐ	1–5	UA	◍❸▾
	6–8	LA	○❶▾
	9–10	HA	❷▼
6 Ⓐ	1–10	WNG	❶▽
7–10 Ⓐ	1–4	TX	◍❹
	5–7	AB	●❹
	8–10	PV	◍❹
11 Ⓐ	1–10	WNG	❶▽
12–16	1–5	UL	◍❸▽
	6–8	LL	○❶▾
	9–10	FT	❷▾

Ⓑ

ZN	LN	LOC	SHOCK
1	1–7	HD	◍❺
	8–10	NK	●❺▽
2–3	1–5	UA	◍❸▾
	6–8	LA	○❶▾
	9–10	HA	❷▼
4	1–10	WNG	❶▽
5–7	1–4	TX	◍❹
	5–7	AB	●❹
	8–10	PV	◍❹
8	1–10	WNG	❶▽
9–12	1–5	UL	◍❸▽
	6–8	LL	○❶▾
	9–10	FT	❷▾

Ⓒ

ZN	LN	LOC	SHOCK
1–2	1–2	HD	◍❺
	3	NK	●❺▽
	4–7	UA	◍❸▾
	8–9	LA	○❶▾
	10	HA	❷▼
3	1–10	WNG	❶▽
4–5	1–4	TX	◍❹
	5–7	AB	●❹
	8–10	PV	◍❹
6	9–10	WNG	❶▽
7–8	1–5	UL	◍❸▽
	6–8	LL	○❶▾
	9–10	FT	❷▾

When 6th and 7th Order V’hir face upright human-sized targets, resolve their strikes on the GÂRGÚN VS HUMAN table in the OTHER column (page 371). V’hir of the 8th Order similarly use the ARÁK column of the same table. All other Orders roll on the core table on page 167.

ENCOUNTER SEQUENCE

① ABERRANCE

Upon seeing a V’hir, characters make a Fear Roll. Include the effect of the demon’s Aberrance 1–4 (page 187).

② MELEE ATTACK

V’hiri engage the nearest foe with a Charge using the primary weapon (sword or mace).

③ MELEE DEFENCE

V’hiri always choose the Counterstrike defence, even the weaker Orders.

- In open space, they counterstrike with their off-hand *whips*; in close quarters, they counterstrike with *mace* or *claw*.

④ MORALE

V’hiri of the 2nd to 6th orders never suffer a Morale trigger from group cohesion (page 162). The 7th and 8th orders do so only during daylight, twilight (–10 penalty), or overcast days (–20 penalty).

ADVICE & OPTIONS: BESTIARY

◘ ABERRANCE

Aberrance affects all creatures (people and beasts) who do not themselves possess it. Thus, many spirits, and those creatures with an ABE score, are usually immune to its effect. Consider the following options.

Aberrant Morale: boost the effective morale of entities with ABE to reflect their atypical, even unnatural instinct. Aberrant entities ignore a number of morale triggers in a given encounter equal to the score itself. When they must make a Morale Roll, they receive a bonus equal to ABE ×5.

Attenuated ABE: reduce the effect of an entity's ABE according to how often an individual has faced it. This option requires the GM to track such instances—the ABE score of a type of entity lessens by one per successful Fear Roll the character has made facing it (a CS counts as two).

Group ABE: creatures appearing in numbers affect others according to just the base ABE. Thus, one, three, or twelve Vlasta express ABE1.

Relative ABE: due to occupational, environmental, or cultural exposure, certain characters are immune to a given source. Priests who summon or face entities with ABE may ignore an amount equal to their Circle, such as Agrikans facing V'hir or Ilvirans facing Ivashu. The GM could also *grant* ABE to normal creatures, such as dragons, to set a tone for a specific campaign or gaming preference.

CREATURE SIZE TABLE

The Creature Size table to the right shows some of the basic characteristics used in the Bestiary chapter. The GM can model playable new ones by consulting this table, the existing chapter examples, and the Ivashu Generation rules on page 376.

CREATURE SIZE

CATEGORY		STR	LBS	ZN	TAR	RCH	BITE	CLAW	TAIL	SPACE
TINY	T	1–4	20	3	1	−2	1/d6	1	d2	½
SMALL	S	5–9	100	6	1	−1	1	d2	d3	1
MEDIUM	M	10–19	400	10	1	0	d2	d4	d6	1
LARGE	L	20–29	800	16	2	+1	d3	d6	d8	1
BIG	B	30–39	1600	20	2	+1	d4	d8	d12	2
HUGE	H	40–49	3200	30	3	+2	d6	d12	d16	2
COLOSSAL	C	50–59	6400	40	4	+4	d8	d16	d24	2
TITANIC	TC	60–69	12,800	80	8	+6	d16	d32	d48	3

CATEGORY: a general description (with the given abbreviation); helps determine how the relative sizes of opponents affects melee aim (see Human-Sized Opponents, page 355).

STR: approximate or typical Strength, in large part directly proportional to literal size.

LBS: a general upper bound for a creature's weight for a given category. Flying or mythic creatures and Ivashu can be exceptionally light or heavy for their size.

ZN: the number of body Zone Numbers a creature has, spread over several body zones in its Hit Location table, according to physiology. The ZN that account for *wings* usually do not affect the creature's size category (thus, a Wyre has 20 ZN but is considered only a large creature). Zone Numbers are also used to adjudicate Overruns (page 353), and to resolve certain missiles strike (see Zone Number: Missile Strikes, below).

TAR: the rating used in the Massive Target and Target Count rules of Missile attacks (pages 163–164). Little creatures have TAR 1 because, if struck, their fewer ZN already present a chance for the ZD roll to miss despite a successful strike.

RCH: base Reach modifier. The nature of the body location used can adjust this further: *Bite* (dog-like neck +1; long neck +2; serpentine +3); *Claw/punch/grab* (folk-like limb +1; long limb +2 or +3); *Kick* (as for claw/punch +1). A claw's 'blade' can itself be longer (+1).

BITE/CLAW/TAIL: the Zone Die usually rolled with the respective natural weapon attacks. Special or monstrous predators might have natural weapon ZD one size smaller than their corresponding creature size would indicate. For instance, a young dragon's bite uses d3 ZD even though the bite of a beast its size usually gets d4.

SPACE: the length in 5-foot spaces of one side the creature occupies, assuming that long creatures are rearing up or coiled. Even though Large or Big, horses have about 5-foot long *bodies*, and thus occupy one space, which makes adjudicating a mount–rider combination on a gaming grid as simple as any unmounted one-space warrior.

◘ OVERSIZED TARGET ZONE OPTION

A weapon's Zone Die size might be so small that striking certain zones on larger targets is automatic. For instance, a broadsword's d6 ZD makes striking an Aklash's Torso zone automatic if the attacker aims correctly—the Aklash's six ZN in the Torso (7–12) give no chance for it not happening. This is a designed, realistic outcome.

As an option, a target zone could be deemed *Oversized* if it has at least *twice* the ZN as the size of the striking weapon's Zone Die. When an attacker successfully strikes such an Oversized target zone, then a d6 is rolled in place of the usual d10 when determining the *Location* struck. Moreover, strikers can 'place' this d6 among the 1–10 range of LN just like ZD routinely are with ZN.

For example, a d6 ZD broadsword aimed at a Hru's Torso (ZN13–28) automatically strikes it—and its 16 total zones make the Torso oversized for the sword's d6 ZD. Therefore, not only can the attacker automatically place a successful broadsword strike in the torso zone, but a d6 LD is rolled instead of the usual d10. The d6 results can be placed to hit the Thorax (1–5) or Abdomen (6); or perhaps aimed at the Thorax (5), Abdomen (6–7), Pelvis (8–10).

Tiny Size: the ZD of some weapons used by tiny creatures already have this Oversize Target Zone rule scaled in, as noted by the 1/d6 entry in the Creature Size table, above. The ZD of a Vlasta's bite is **1/d6** (page 375). The '1' means the Vlasta automatically gets to choose the ZN struck (without rolling); the 'd6' refers to the roll for determining the LN.

ZONE NUMBER: MISSILE STRIKES

The ZN struck by near-miss direct missile strikes, and all volley missile strikes, is determined randomly by rolling the larger of a d10 or a die of the same size as the target's number of ZN (page 164). For instance, a d10 is rolled when a Vlasta (3 ZN) or human is struck (10 ZN); a d20 is rolled for horses (20 ZN).

For creatures with *16 Zone Numbers* (such as an Aklash), instead of a literal d16, the result of a d8 roll can be multiplied by two and applied to the same ZN column, reflecting very similar probabilities. For creatures like the Hru with *40 Zone Numbers*, a d10 roll multiplied by four works equally well. Although the chapter has no creatures with 30 ZN, a d10 multiplied by three works similarly.

When such missiles strike *dragons*, simply roll a d100 on the Old Dragon's ZN column; the location results are the same no matter the dragon's size.

ZONE REACH PENALTY

The Zone Reach Penalty explained in the page 352 box is scaled to medium-size folk attacking larger, *upright* creatures, who are either naturally bipedal (Hru) or rearing up (dragon). Ignore this 'vertical' reach penalty if these taller targets are prone or positioned horizontally. The GM can modify this penalty in special circumstances—being mounted would reduce it by one, for instance.

If any striker has a *negative Reach* after accounting for the Zone Reach Penalty, then such a strike cannot be attempted—the zone is out of reach.

CHAPTER 8

Campaign

IVÍNIA
RÓGNA
GOVÝNA
ÁLTÔR
HÂRN
ORBÁAL
SEA OF IVÁE
SÉLDENBAA
QUÂRPHIC STATES
RÉTHEM
KANDAY
CHELEMBY
SHORKYNÉ
LÁNKOR
GULF OF EDÊR
EMÉLRENÉ
PALITHANÉ
TRIERZÓN
ÁZERYÁ
SEA OF MÉNKRI
HAÓNIC OCEAN
CHARINATRÉ
DÁSOR
GEMÉNA
ISYNEN
MÉNÉMA
HÈPEKÉRIA
VITHO
VENÂRIAN
XERIUM
ARLANTO
BÝRIA
FALANIAN FEDERATION
THE ELÁNAS

SEA OF ÍTIKÎR
OREKSYNI
NFEDERATION
N
UMÉRI
KARÉJIA
SEA
DALKESH

OBRIS TAKES ONE LAST LOOK at the valley behind him. On this clear spring morning, he can still see the main hall and outbuildings of Belveron, the manor his father manages as bailiff for Duke Anavras at Neoma. The rich meadowlands that stretch out from it along the banks of the Legama river have provided ample livelihood to generations of herders. Today he spots a handful of the largest flocks of sheep meandering about during their early grazing.

He turns to catch up with the two people his father charged him with escorting—Elban, an affable scholar from far-off Hârn, and Nolora, a taciturn guide and member of the tribal Emhle from the surrounding mountains. They have come to interview Maken, the elderly herder who said he lost sheep to a marauding beast. He claims to have witnessed it flying off with a ewe, or at least a large part of its remains.

Obris reaches them at the familiar hill crest lined with the crumbling low wall of a ruined watchtower. 'I say!' Elban exclaims, his interest piqued by a small rock cairn piled next to the wall. Just as Obris begins to share the story behind the ancient ruins, he stops suddenly, noticing Nolora further up standing motionless on a small boulder, with a hand thrust in the air to halt them.

She seems to peer into the forest ahead, but is actually listening, intently. To the sudden silence. Obris instinctively grabs the pommel of his sword and a nerve twitches at the back of his neck. With dread, he's compelled to turn around. Across the expansive and quiet valley, near Mount Himlenkul miles away, he swears he can make out wings.

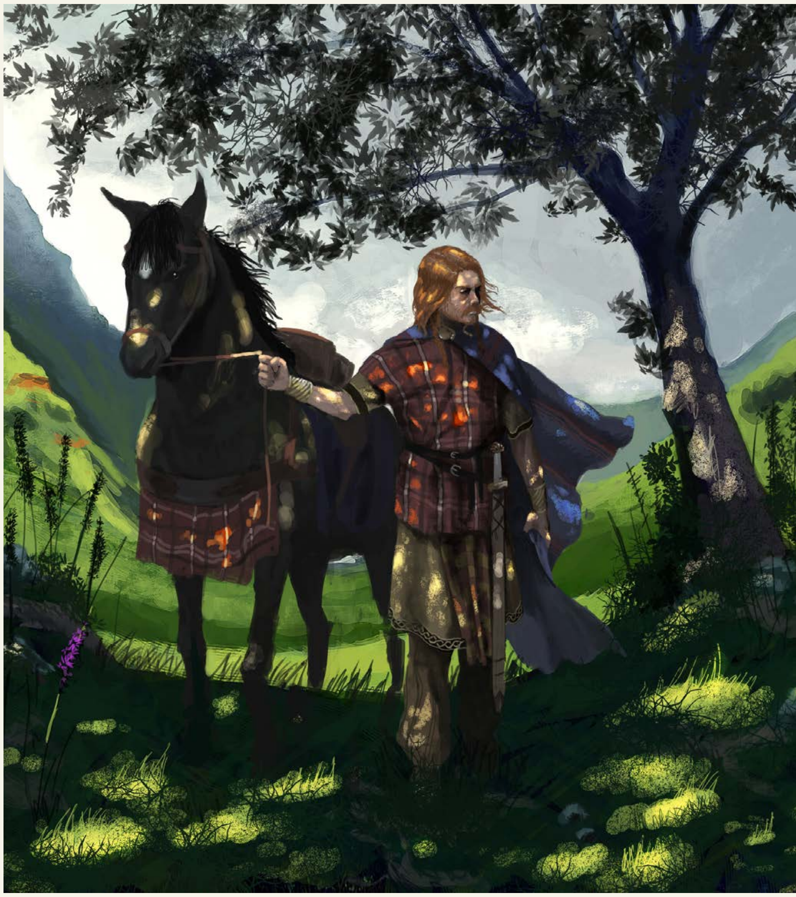
Game Elements

Most participants enjoy playing HârnMaster over several gaming sessions, with the PCs facing a series of narratively related challenges that enable them to explore the setting more widely. These longer games are called *campaigns*, and they consist of three broad elements—adventures, non-player characters (NPCs), and character development. Even shorter, single-session games involve the first two.

Adventures (page 406): an adventure involves the PCs facing one or more separate challenges called *encounters*. A campaign consists of two or more sequential adventures.

Non-Player Characters (page 410): the people and creatures the PCs meet during an encounter are called non-player characters (NPC). The GM usually controls their actions.

Character Development (page 413): over the course of several adventures, PCs may improve skills, accumulate possessions, and modify their social influence.



Kèthîran Campaigns

GMs and players should consider the following five key traits about both the canon setting of Kethira and the system of HârnMaster. While published materials reflect these characteristics, advice is given for how gamers can modify each of them for campaigns of their own liking.

CULTURE

The technology, demographics, and societies of Kethira closely reflect many medieval Terran cultures of the 9th to 14th centuries. While not perfectly analogous in details, their shared elements ground much of the game play in a broadly familiar, historically established realism.

Advice: some ideas offensive to our modern outlook—such as slavery—do appear on Kethira among many peoples of various cultures. Gaming groups can minimise or exclude such aspects from their adventures as they wish.

ECONOMY

While great material wealth is found among the rare Kethiran elite, and continental trade networks do exist, the 'treasure hoard' trope common to some fantasy RPGs is less common here. In fact, actual coins are fairly rare, certainly in rural areas.

Advice: special bounties of logical origin are still possible (*the lost booty of viking raiders*; *ancient artefacts*).

WILD LANDS

While monsters exist on Kethira, their contexts are usually reasonably explained to some extent (*Ivashu do not procreate but are esoterically made in some way not fully understood*). A stark divide exists between settlements and the dangerous wilderness beyond them, as exemplified by the violent Gârgún of Hârn or the strange *lællyn* of Emelrene.

Advice: groups can easily increase the prevalence of strange entities, or even decrease or remove their impact.

THE MYSTERIES

While mages are not uncommon, many magical effects, such as teleportation and mind control, are more limited, when even possible, than in other fantasy games. Kethiran gods do not directly grant priestly 'magic'.

Advice: the Advice & Options section on pages 348–349 discusses how to augment or minimise the Mysteries.

CHARACTER POWER

HârnMaster produces a flatter PC progression—skills develop more slowly and to a point not far from their MLs at character generation. The 'power level' of adventures remains more consistent throughout an entire campaign, with PCs rarely able to take NPCs for granted.

Advice: groups can incorporate more forgiving or harsher Attribute generation; granting more or fewer Fate Points.

Preparing A Game

Future published world modules will include sample adventures keyed to their locales. The forthcoming *GAMEMASTER'S KIT* provides a detailed campaign area with fully developed encounters and NPCs, and additional advice and playing aids. When preparing their own unique games, GMs can start by working through the following nine steps.

[1] Scope: will the game be one short session, or several sessions of a more complex adventure? How many players will be involved? The intimacy of Kethira's realistic setting makes even one- and two-player character groups quite enjoyable, and frequently more manageable.

[2] Theme: what aspects of Kethira will the PCs engage? As discussed in the introduction to CHAPTER 5: ADVENTURE, character exploits often involve *influence* (political intrigue, character drama, trade), *travel* (exploration, survival), and *combat* (warfare, banditry, duels).

[3] Setting: in which area of the world will the campaign take place? Many modules have been published over the setting's 40-year history that detail entire regions, kingdoms, cities, villages and wilderness areas. GMs can even ignore the canon, and remake places as they see fit.

[4] Antagonist: who is the primary foe that the PCs face? While often an individual (*a scheming Amorvrus*), the antagonist could also be an entire group (the *Mercantyler's Guild*), a strange creature (*a rampaging Hru*) or even a natural phenomenon (*an earthquake*).

Factions: are there other individuals the PCs might encounter who are allies or rivals to the principal antagonist or to the PCs themselves?

[5] Antagonist Goal: what does the antagonist wish to accomplish? Most importantly, GMs should describe for themselves the sequence of events that would happen were the PCs *not* involved. This establishes a timeline to which subsequent encounters are linked, often giving the GM a guide to how and when to present the unfolding adventures.

[6] Narrative Seeds: make three broad statements about elements of the forthcoming game, to be shared with players in step 7. These should not telegraph the narrative, and can even be quite cryptic. For instance: *The Road to Azadmere*, *An Important Message*, *A Gathering Blizzard* might be the seeds describing the *ON THE SILVER WAY* Quickstart adventure.

[7] Character Generation: when the players generate their characters, present them with the narrative seeds of step 6. The players might take inspiration from them when designing their characters—but should feel free to ignore them, too ('fish out of water' PCs can be interesting).

PCs First: alternatively, have the players generate their characters *before step 4*. The GM then formulates the antagonist based upon the resulting PCs, perhaps tapping into or challenging their various characteristics.

[8] Initial Adventure: even if designing a longer campaign, GMs need not prepare much more than the first series of encounters to begin the game—see the Adventure section on the next page for general tips.

[9] Evolving Campaign: while GMs may certainly map out several interconnected epic adventures, most campaigns naturally evolve after the first adventure. Experienced GMs might not plan at all—such 'sand box' games allow the players to wander and explore as they wish, a classic style of play for which the setting of Kethira is especially suitable.

CAMPAIGN TIME

All setting material published by Kelestia Productions describes Kethira at the start of the first day of the year TR 720 (1 Nuzyæl), counted from the founding of the Kingdom of Melderyn on Hârn in TR 1. Years prior to this are noted as 'before Tuzyn', or BT (starting with BT 1 and numbering back).

Gaming groups then develop the world according to the events of their own campaign. Published adventures that begin on a later date in TR 720 assume that nothing has changed in the setting since 1 Nuzyæl—the 'frozen' start day has simply been moved forward. Any future local events referenced in an adventure are only potential canon—GMs still incorporate as much of it as they wish, very much like adventures they create themselves.

HISTORICAL ERAS

Kethiran scholars refer commonly to several eras. The GM can use the following table to roll the random age of an artefact or written work (the oldest known scripts date back to the dawn of the Codominium). See the *VENÂRIVÈ* book for extensive discussion of historical events.

D100	ERA	YEARS
01–75	Modern	TR 501 to the present
76–87	Middle	BT 300–TR 500
88–91	Ancient	BT 1300–BT 301
92–95	Codominium	BT 7200–BT 1301
96–97	Pre-Kúzhan	BT 10,000–BT 7201
98	Lost Years	BT 15,000–BT 10,001
99–00	Earthmaster	BT 20,000–BT 15,001

Two other historical terms are also used:

Classical Age (BT 1000–TR 1): measured from the rise of Karuia city-states of the Venarian Sea, to the founding of Melderyn on Hârn.

Ælder Era (BT 20,000–BT 1301): encompasses the entire time from the purported arrival of the Earthmasters on Kethira to the founding of the Codominium on Hârn, the golden age when Sinai and Kuzhai lived harmoniously.

MAP SCALES

Many of the various maps published for the world of Kethira use the following scales:

TYPE OF MAP	SCALE
Regional	1 cm = 5 leagues (20 km or about 12.5 miles)
Atlas	1 cm = 5 km
Area	1 mm = 100 feet
Local	1 mm = 10 feet
Interior	1 mm = 1 foot

ENCOUNTERS TABLES

The ENCOUNTER TABLES starting on the next page are referenced during the Trekking (page 150) and Seafaring Routines (page 151). GMs can also use them for inspiration when planning events and designing adventures.

Urban Environ: the URBAN table is used for settlements with a Market size of 1 or more; manorial villages are considered Rural.

Lawful/Lawless: in areas involving civil unrest (riots), war or raids, or major brigandage or a crime wave, use the LAWLESS versions of the DAY and NIGHT columns; in all other instances, refer to the LAWFUL columns.

Safe Environ: PCs who are well-sheltered—such as at home or at an inn or keep—are in a Safe Environ. Once per 24 hours during the day, the GM makes a d10 roll against TN1 for an Encounter, as explained in the Trekking Routine (page 149). If one is indicated, refer to the ENCOUNTER table suitable to the surrounding area—such as Urban, Rural, or Wilderness (even a secure cave could be considered a Safe Environ).

TYPICAL BELONGINGS

The wealth of most non-player characters is expressed in the clothing they wear, and, for soldiers, in the arms and armour they bear. As explained in the Clothing and Heavy Clothing entries (page 113), the value of garments increases greatly with the Wealth score.

Coins: as a quick guide to how many silver pennies (d) people might carry, the GM may roll three Wealth Dice corresponding to their occupation (pages 42–44) and multiply the resulting sum by one (Unfree or Free), two (Guilded or Priestly), or five (Military or Noble).

DOWNTIME

A period of time often passes between adventures when the PCs, most often in a Safe Environ, are not facing potential threats or challenges. During such moments of *downtime*, the GM may accelerate the passage of time by days, weeks, or even months. This enables PCs to engage in a variety of long-term endeavours:

- Treating and recovering from injuries.
- Undertaking spell research.
- Creating arcane artefacts.
- Reading or creating written works.
- Performing and attending ceremonies.
- Crafting items and building structures.
- Developing skills.
- Training animals.
- Working, and generating income.

Adventures

Short games might involve only a single adventure, while longer campaigns consist of a series of them. In either case, when designing an adventure, GMs should consider the following elements:

[1] Adversary: who is the PC's central foe or pressing motivation? If the adventure is part of a larger campaign, is this adversary the same as the campaign's antagonist, or is it a henchmen or ally? Or unrelated? Or not even a person or creature (*rescuing missing miners from a cave complex*)?

[2] Outcome: describe to yourself the sequence of events that would happen were the PCs *not* involved, and what the consequences would be (*the miners die, and the Nolah begins to lure more villagers*). By contrast, how might the PC's success affect a larger, unfolding campaign?

Indeterminacy: GMs should refrain from scripting and expecting a specific outcome. Try to allow the PC's decisions and random rolls determine the adventure's ending. PCs may fail, even die.

[3] Challenges: make a list of the ways the adversary could challenge the PCs (*trekking to the cave*, *facing the Nolah in the cave*, *saving the lost miners*). The GM designs each such challenge as its own encounter (below).

Sequence: while the series of challenges might imply a logical order, GMs should not expect or demand the players follow a specific sequence. As much as possible, present them with multiple choices at each juncture.

Encounters

An adventure consists of several challenges the PCs must face while confronting its adversary. Each such challenge is called an encounter and can take many forms (*calming the villagers*, *crossing the underground river*, *fighting the Nolah*). A single encounter usually lasts briefly, often adjudicated through five-second rounds.

[1] Catalyst: how does the encounter start? Is it through chance (*ambushed by brigands while trekking to the cave*), or does it depend on the location (*when the PCs find the mineshaft, they may climb down*)? Some encounters could conceivably take place at several different instances; the GM could withhold introducing them until an interesting moment.

[2] Test: what impediments do the PCs face in the encounter? Do they require a very specific skill (Folklore, Climbing, Lockcraft) or could the PCs undertake the challenge in several different ways (*calming the villagers through* Charm, *or cowing them with* Intimidation)? While offering a variety of paths is common, sometimes even restricting the choices entertains creative players.

[3] Resolution: when does an encounter end? How is failure and success defined? This can be fairly obvious—*when the PCs descend to the bottom of the mineshaft*. Most importantly, how do the possible resolutions of the present encounter affect future ones, and the adventure as a whole?

Vanquished (page 162): this term helps GMs determine when a combat encounter ends. Shock States, Impairment, and Morale can all lead to vanquished characters. While the MORALE ROLL table offers very specific results, the GM should also roleplay each NPC's own motives when determining how they ultimately react to conflict (fight on, surrender, or run away). What is uniquely at stake for an NPC to continue fighting?

ENCOUNTER TABLES

LAWFUL		LAWLESS		URBAN	
DAY	NIGHT	DAY	NIGHT		
01	01	01–02	01–03	Beggar	①
02	02	03	04	Cartographer/Artist	①
03–04	03	04	05	Crier (news)	①
•	04	05	06–07	Dog/Rats	⑪
05–09	05	06–09	08	Fisherman/monger	①
10–12	06	10–12	09	Foreigner (Reroll)	
13–34	07–17	13–27	10–19	Guild folk	①
35–36	18	28–29	20	Hunter/Trapper	①
37	19–23	30–32	21–26	Items from window...	
38–42	24–35	33–43	27–46	Lìa-Kaváir	(3A) ⑤
43–47	36	44–47	47	Labourer	①
48–57	37–52	48–55	48–53	Military	⑧
58–62	53	56–61	54–55	Mob/Crowd	②
63–64	54	62–63	56	Nobility/Personage	⑦
65	55	64	57	Mercantyler	① (3A)
66–68	56	65–66	58	Official	⑨
69–70	57–68	67–73	59–67	Pimp/Prostitute	①
71	69–72	74	68–69	Ratter/Scavenger	①
72–76	73–77	75–79	70–74	Religious folk	④
77–90	78–80	80–88	75–76	Rural folk	⑥
91–92	81	89	77	Servant/Cook/etc.	①
•	82–83	90	78–86	Street Ruffian	① ⑤
93	84	91	87	Scribe/Scholar	①
94	85–86	92–93	88	Slaver–Mercantyler	①
•	87–91	94	89–91	Street Cleaner	
95	92	95	92	Teamster	① (3A)
96	93	96	93	Toymaker	①
97	94	97	94	Unguilded Peddler	①
98	95–99	98	95–99	Unguilded Criminal	⑤
99–00	00	99–00	00	Urchins/Children	① ②

LAWFUL		LAWLESS		RURAL	
DAY	NIGHT	DAY	NIGHT		
01–05	01–20	01–05	01–15	Forester	①
06–10	21–22	06–10	16–17	Lord and escort	① ⑧ ⑪
11–12	23–42	11–20	18–42	Poacher/Hunter	①
13–62	43–60	21–65	43–60	Rural folk	⑥
63–75	61–70	66–75	61–70	*Reroll as Highway*	
76–95	71–90	76–90	71–85	*Reroll as Urban*	
96–00	91–00	91–00	86–00	*Reroll as Wilderness*	

LAWFUL		LAWLESS		HIGHWAY	
DAY	NIGHT	DAY	NIGHT		
01–05	01–02	01–03	01–03	Adventurer	⑩
06–10	03–11	04–23	03–14	Brigand	①
11–20	12	24–33	15	Caravan with escort	
21–25	13–22	34–36	16–18	Forester after poacher	①
26–35	23–24	37–41	19	Journeyman	(3B)
36–40	25–26	42–44	20	Mercantyler	① (3A)
41–45	27–28	45–49	21–22	Military	⑧
46–50	29–30	50–51	23	Nobility/Personage	⑦
51–55	31–32	52–55	24	Religious folk	④
56–65	33–37	56–65	25–28	Soldier on patrol	
66–80	38–67	66–80	29–58	*Reroll as Rural*	
81–90	68–70	81–85	59–60	*Reroll as Urban*	
91–00	71–00	86–00	61–00	*Reroll as Wilderness*	

DAY	NIGHT	WILDERNESS	
01–17	01–04	Adventurer, human	⑩
18–19	05	Adventurer, Kúzhai	⑩
20	06–07	Adventurer, Sinái	⑩
21–22	08–09	Bear	⑪
23–24	10–11	Boar (wild/stray)	⑪
25	12–13	Bovine (wild/stray)	⑪
26–27	14	Direction Hazard (resolve on page 148 table)	
28–29	15	Eagle/hawk	⑪
30–31	16	Food/ration spoilage	
32	17–25	Gârgún (wandering band)	⑩
33	26	Equine (wild/stray) or mythic beast	⑪ ⑫
34	27–29	Ívashù	⑪ ⑮
35–36	30–32	Lion	⑪
37–38	33	Party dissent	
39	34	Plant Hazard	
40	35–37	Reptile	⑪ ⑬
41–42	38–39	Sheep (wild/stray)	⑪
43	40	Slime/Mould/Fungi	⑭
44	41–46	Special Entity	⑯
45–47	47–48	Stag	⑪
48–53	49–52	Survival Hazard (resolve on page 148 table)	
54–73	53–67	Tracks/spoor/sounds (reroll for source)	
74–98	68–97	Tribal folk	⑩
•	98	Warg	⑪
99–00	99–00	Wolf	⑪

D100	UNDERWORLD	
01–30	Creature, resident	
31–32	Creature, unique	
33–34	Crisis (mutiny)	
35–36	Direction Hazard (resolve on page 148 table)	
37–46	Gârgún (wandering band)	
47–54	Ívashù	⑮
55–59	Reptile	⑬
60–62	Slime/Mould/Fungi	⑭
63–69	Special Entity	⑯
70–75	Survival Hazard (resolve on page 148 table)	
76–85	Tracks/spoor/sounds (reroll for source)	
86–00	*Reroll as Wilderness*	

RIVER	COAST	OPEN	MARITIME
01	01–10	01–30	Beast (whales, dolphins)
02–03	11–12	31–33	Crisis (equipment)
04–05	13–14	34–35	Crisis (fire)
06	15–18	36–40	Crisis (food/water spoilage)
07–11	19–23	41–54	Crisis (mutiny)
12–15	24–25	55	Maelstrom/freak current
16–50	26–55	56–63	Vessel (fishing)
51–90	56–90	64–85	Vessel (merchant)
91–95	91–95	86–95	Vessel (pirate)
96–00	96–00	96–00	Vessel (warship)

① – ⑯: select or randomly roll for an outcome on the corresponding subtable found on the next two pages.

ENCOUNTER SUBTABLE (1 OF 2)

GENERAL ACTIVITY ①

DAY	NIGHT	GENERAL ACTIVITY
01–05	01–02	Bearing message/on errand
06–10	03–37	Camping/Seeking lodgings
11–30	38–61	Carousing/Eating/Drinking
31–35	62–67	Escaping the law/service
36–40	68–69	Fighting/seeking a fight or duel
41–45	70	Going to or from market/church/work
46–50	71–75	Going to or from visiting friends
51–60	76–85	Offering employment
61–65	86–90	Seeking or offering directions
66–70	91–95	Seeking or offering services
71–00	96–00	Working/looking for work

MOB ACTIVITY ②

DAY	NIGHT	MOB ACTIVITY
01–05	•	Auction/Impromptu market
06–10	01–10	Brawl/looting/riot
11–25	11–25	Concert/musician/singer
26–30	26–30	Duel/boxing match
31–35	31–35	Edict/proclamation/spectacle
36–50	36–50	Entertainment (juggler/acrobat/jester)
51–55	51–55	Execution, public
56–60	56–60	Hue and cry
61–65	61–67	Oration (politics/debate)
66–70	68–82	Procession/funeral
71–75	83–92	Punishment, public
76–85	93–95	Religious ceremony
86–90	•	Sport (football, greased pig)
91–00	96–00	Theatrics (play/puppet show/animal show)

GUILD FOLK ③

URBAN	OTHER	GUILD FOLK
01	01	Apothecary
02	02	Alchemist
03	03	Astrologer
04–05	04	Chandler
06	05–06	Charcoaler
07–12	07–08	Clothier
13	09	Courtesan
14	10	Embalmer
15	11	Glassworker
16–17	12	Harper
18	13	Herald
19–23	14–16	Hideworker
24–27	17–18	Innkeeper
28–29	19	Jeweller
30	20	Lexigrapher
31–35	21	Litigant
36	22	Locksmith
37–40	23–24	Mason
41–49	25–31	Mercantyler
50–59	32–41	Metalsmith
60–61	42–59	Miller
62	60–69	Miner
63–66	70–72	Ostler
67	73	Perfumer
68–69	74	Physician
70	75	Pilot
71–78	76–79	Potter
79–80	80–81	Salter
81	82	Seaman
82	83	Shèk-Pvâr
83	84	Shipwright
84	85	Tentmaker
85	86	Thespian
86	87–89	Timberwright
87–89	90	Weaponcrafter
90–00	91–00	Woodcrafter

GUILD RANK (3A)

D100	GUILD RANK
01–20	Apprentice
21–65	Journeyman
66–80	Bonded Master
81–95	Freemaster
96–99	Syndic
00	Guildmaster

ACTIVITY (3B)

D100	ACTIVITY
01–15	Delivering goods
16–30	Running errand
31–45	Seeking materials
46–50	Seeking workers
51–95	Working
96–00	Reroll as Adventure

RELIGIOUS FOLK ④

D100	RELIGIOUS FOLK
01–15	Clergy, Circle I (acolyte, novice)
16–25	Clergy, Circle II (senior acolyte, mendicant friar)
26–35	Clergy, Circle III (mendicant priest)
36–50	Clergy, Circle III (temple priest)
51–60	Clergy, Circle IV (high priest with attendants)
61–65	Clergy, Circle V+ (bishop/ with attendants)
66–85	Laity
86–95	Laity (deacon/senior laity)
96–00	Laity (devout follower/hermit)

RELIGIOUS ACTIVITY (4A)

D100	RELIGIOUS ACTIVITY
01–10	Inquisiting after heretics/apostates
11–15	Inspecting church property or lands
16–25	Ministering to flock/dispensing alms
26–35	Praying/meditating
36–45	Preaching/testifying
46–55	Seeking converts/victims for rituals (as applicable)
56–65	Soliciting alms/ begging (as applicable)
66–70	Undertaking ordeal (pilgrimage)
71–00	*Reroll as General Activity*

CRIMINAL ACTIVITY ⑤

DAY	NIGHT	CRIMINAL ACTIVITY
01	01–25	Burgling
02–06	26	Collecting dues
07–16	27–33	Conning/touting
17–26	34–43	Extorting
27	44–45	Mugging/assassinating
28	46–60	Smuggling
29–48	61–62	Stalking/casing a mark or location
49–00	63–00	*Reroll as General Activity*

RURAL FOLK ⑥

D100	RURAL FOLK
01–10	Farmer (freehold)
11–13	Fisher
14	Herder
15–16	Hunter
17–21	Labourer, farm
22–26	Slave, farming
27	Thatcher
28–32	Unfree (serf)
33–42	Unfree (cottager)
43–67	Unfree (half-villein)
68–92	Unfree (villein)
93	Unfree (officer)
94–95	Woodcutter
96–00	Yeoman

ACTIVITY (6A)

DAY	NIGHT	ACTIVITY
01–15	01–70	Relaxing/sleeping
16–20	71–85	Running away
21–35	86–90	Tending livestock
36–60	91–95	Travelling
61–00	96–00	Working

NOBILITY/PERSONAGES ⑦

D100	NOBILITY/PERSONAGES
01–75	Enfeoffed Knight/Patrician
76–95	Grandmaster/Officer of Fighting Order
96–99	Tenant-in-chief (Duke, Earl, Baron)/Great Patrician
00	Tenant-in-chief (King)/Emperor/Tribal Chieftain

ENCOUNTER SUBTABLE (2 OF 2)

D100	MILITARY ⑧
01–05	Knight Bachelor (landless)
06–10	Gladiator (free)
11–60	Guard (local garrison)
61–75	Man-at-arms/Legionnaire
76–85	Mercenary
86–95	Militia
96–98	Naval warrior (marine, viking)
99–00	Special troop (Swordmaster, Sapper, Archer)

DAY	NIGHT	MILITARY ACTIVITY (8A)
01–05	01–05	Bearing message/protecting cargo
06–50	06–65	Patrolling
51–55	66	Raiding
56–60	67–69	Recruiting
61–70	70–74	Seeking employment
71–80	75	Training/on manoeuvres
81–85	76–80	*Reroll as General Activity (deserting)*
86–00	81–00	*Reroll as General Activity (off duty)*

D100	OFFICIAL ⑨
01–20	Bailiff/Sheriff/Constable
21–30	Gaoler/Executioner (perhaps with prisoners)
31–45	Magistrate/Judge/Royal official
46–65	Reeve (from nearby manor)
66–00	Town Bureaucrat (alderman/mayor)

D100	OFFICIAL ACTIVITY (9A)
01–25	Collecting/assessing taxes
26–60	Inspecting (business/public works)
61–75	Investigating crime
76–00	*Reroll as General Activity (off duty)*

DAY	NIGHT	ADVENTURER ACTIVITY ⑩
01–02	01	Attacking/ambushing (preparing/springing)
03–07	02–71	Camping/seeking accommodations
08–09	72	Dividing spoils (after a fight)
10–16	73–82	Escaping persecution/running from the law
17–26	83	Escorting (cargo, people, treasure)
27–41	84	Exploring
42–51	85–91	Hunting (fugitive, game)
52–54	92	Intimidating (arguing, bullying, challenging)
55–89	93–94	Questing/Crusading/Geas
90–94	95–96	Seeking Directions/Protection
95–97	97–98	Treating wounded/Burying dead
98–00	99–00	Under attack/In distress

D100	ANIMAL ACTIVITY ⑪
01–15	Acting (foraging, hunting, grazing, killing)
16–50	Moving (fleeing predator, stalking prey)
51–00	Resting (hibernating, sleeping)

D100	EQUINE OR MYTHIC BEAST ⑫
01	Centâurin
02	Gryphon
03	Hirénu
04–99	Horse (wild or escaped)
00	Unicorn

D100	REPTILE ⑬
01	Dragon
02–11	Ordinary reptiles/lizards
12–51	Ordinary snakes (non-poisonous)
52–81	Ordinary snakes (poisonous)
82–91	Ordinary snakes (constrictor)
92–97	Yélgri
98–00	Wýrè

D100	SLIME/MOULD/FUNGI ⑭
01–35	Lánglah (Grey Ooze)
36–65	Luríshi (Ochre Mould)
66–00	M’nógai (Green Slime)

DAY	NIGHT	ÍVASHÙ ⑮
01–25	01–15	Áklash
•	16–40	Hrú
26–50	41–65	Nólah
51–60	66–75	Umbáth
61–95	76–95	Vlásta
96–00	96–00	Unique (such as Dómôrsèr)

DAY	NIGHT	SPECIAL ENTITY ⑯
01–05	01–05	Animated object
06–40	06–15	Asîr (Air Sprite)
41–43	16–25	Aúlamith (Dream Bearer)
•	26	Dâ Ânchen (Eldest One)
44–46	27–28	Elemental, great (type as appropriate)
47–61	29–40	Elemental, minor (type as appropriate)
62–68	41–46	Elemental, substantial (type as appropriate)
69–78	47–61	Ghost
79–83	62–69	Ghost (Shade)
•	70	Gytévshai, greater
•	71–72	Gytévshai, lesser
84–87	73–77	Môrvrin (Amôrvrin)
88–89	78–80	Môrvrin (Dalmôrvrin)
•	81	Môrvrin (Gùlmôrvrin)
90	82	Place Energy, ambient field
91	83	Place Energy, ethereal river
92	84	Place Energy, temporal zone
93–97	85–89	Possessed Person
98	90	V’hîr (2nd Order)
99	91–92	V’hîr (3rd or 4th Order)
00	93–95	V’hîr (6th or 6th Order)
•	96–00	V’hîr (7th or 8th Order)

Non-Player Characters

In addition to drafting compelling encounters, GMs portray the non-player characters (NPCs) that the PCs meet throughout their adventures. This section describes three approaches GMs may take to generate the characteristics of NPCs, and offers advice on when best to employ each one.

Full NPC

Gamemasters may create significant NPCs by following the full routine in Chapter 2: Character. Their Attributes are usually rolled or selected with one fewer d6 (page 38 sidebar), but they can be made elite by using the PC dice arrays.

Advice: while generating a Full NPC can be the best way to learn the character rules, GMs should retain this level of detail for major characters, such as a recurring ally or a principal villain. Spending such time on every single NPC can be daunting, even when simply selecting precise scores rather than randomly generating them.

Quick NPC

Important personae can be generated more readily, and to a level of ability similar to Full NPCs, by slightly glossing over the creation process. To generate such Quick NPCs, GMs follow the special steps below. Refer primarily to the Occupations (pages 42–44) and Skills List (page 46) tables in Chapter 2. This routine creates *humans*—the much rarer Elder Folk should be made as Full NPCs.

[1] Background: designate the NPC's age group—young, mature, or old—and family details, such as birth realm and social class.

[2] Occupation: select the NPC's occupation.

[3] Major Skill SM: choose *five* separate skills that reflect the NPC's core ability. Most of these should come from the table corresponding to the selected occupation, but they can also be any skill of at least SM1 in the Skills List table.

For each skill, make note of its SM given in either the Occupation table or the Skills List table. If it has SM in both tables, add the two together. *Ignore the usual concept of Development Points (DP)—they are* not *used to generate Quick NPCs*.

[4] Major Skill ML: calculate ML for these five skills by comparing their SM to the character's age group on the Major Skill table in the sidebar. If the skill belongs to the Combat, Craft, or Physical Group, refer to the physical row of the given SM on this table. For all other skills, refer to the mental row underneath.

Exception: Initiative and Awareness are treated as mental skills.

Each major skill ML equals the listed base amount plus the result of the given dice roll. For instance, a major physical skill with SM4 for a young character has ML equal to 45 + 5d6.

QUICK NPC MASTERY LEVEL

Generate Quick NPC ML on either the Major Skill table or Minor Skill table:

MAJOR SKILL

SM	TYPE	YOUNG	MATURE	OLD
5	PHYSICAL	50+5d6	45+5d6	40+5d6
	MENTAL	40+5d6	45+5d6	55+5d6
4	PHYSICAL	45+5d6	40+5d6	35+5d6
	MENTAL	35+5d6	40+5d6	50+5d6
3	PHYSICAL	35+4d6	35+4d6	35+4d6
	MENTAL	30+4d6	35+4d6	40+5d6
2	PHYSICAL	25+3d6	30+3d6	30+3d6
	MENTAL	20+3d6	30+3d6	35+5d6
1	PHYSICAL	15+3d6	20+3d6	20+3d6
	MENTAL	15+2d6	20+3d6	30+4d6

MINOR SKILL

SM	TYPE	YOUNG	MATURE	OLD
5	PHYSICAL	45+5d6	35+5d6	30+3d6
	MENTAL	35+5d6	35+5d6	35+5d6
4	PHYSICAL	35+4d6	30+3d6	20+3d6
	MENTAL	30+3d6	30+3d6	30+3d6
3	PHYSICAL	25+3d6	20+3d6	15+3d6
	MENTAL	20+3d6	20+3d6	20+3d6
2	PHYSICAL	15+3d6	15+2d6	10+2d6
	MENTAL	15+2d6	15+2d6	15+2d6
1	PHYSICAL	10+1d6	10+1d6	10+1d6
	MENTAL	10+1d6	10+1d6	10+1d6

PHYSICAL: Combat, Craft, and Physical Group skills (excluding Awareness and Initiative).

MENTAL: Esoterica, Lore, Nature, and Social Group skills, plus including Awareness and Initiative.

QUICK NPC EXAMPLE

The GM's campaign is centred around a rural inn. One PC is the master ostler associated with it; the other PC is an itinerant mercantyler who lives there. The GM decides to generate the innkeeper, deemed a prominent figure, as a Quick NPC.

The NPC is mature and has the Innkeeper occupation (page 42). The GM selects five major skills: Brewing, Melee, Guile, Intrigue, and Cookery.

***Brewing SM4**: SM4 from Innkeeper table.*

***Melee SM2**: SM2 from Skills List table.*

***Guile SM5**: SM2 from Innkeeper table plus SM3 from Skills List table.*

***Intrigue SM5**: SM2 from Innkeeper table plus SM3 from Skills List table.*

***Cookery SM4**: SM2 from Innkeeper table plus SM2 from Skills List table.*

The GM generates Brewing ML on the Major Skills table (above). As part of the Lore Group, (continued at top of next page sidebar)

Subskills: Shock and Dodge use the SM of Initiative and Melee, respectively, but generate their own separate ML dice rolls, whether as major skills (here) or minor skills (steps 5 and 6).

Languages & Scripts: base Native Language SM is determined according to the table at the bottom of the page 47 sidebar. If selected as a major Skill, each Native Language amount in the character's Occupation table, if any, improves the rolled major ML by d6 more.

Script and Foreign language SM may be selected as major skills with any given, respective amounts in the Occupation table, or with Bonus Language Points (page 48 sidebar). Increase these SM by the appropriate Foreign Language Boosts (same sidebar).

[5] Minor Skill SM: Quick NPCs receive additional skills from several sources—note the SM of such minor skills as follows.

Minor Occupation: record each skill from the NPC's Occupation table that was *not* selected as a major skill. The SM equals its listed amount there plus any SM also given in the Skills List table.

Languages & Scripts: follow the procedure in step 4 to determine language (native and foreign) and script SMs, except as minor skills.

Encounter Skills: make note of the following skills crucial to resolving most encounters: Initiative, Shock, Melee, Dodge, Awareness, Stealth, Spirit, and one preferred Persuasion skill (Charm, Command, Discourse, Guile, Theatrics). Some of these might have its SM as a major skill. For others, the SM comes from being a Minor Occupation skill (above), or, otherwise, from simply the SM in the Skills List table.

[6] Minor Skill ML: generate an ML for each minor skill using its SM noted in step 5. Use the method as explained for major skills in step 4, but refer instead to the Minor Skill table in the page 410 sidebar.

Automatic Skills: if desired for the NPC, compute the ML of any other skill with at least SM1 on the Skills List table as a minor skill.

[7] Arcane Talents: decide if the NPC has Arcane Talents other than Spirit, and how many (page 40). Each has an SM according to age: young (SM3), mature (SM4), old (SM5). If the NPC has an arcane 'vocation' (in the GM's estimation), then roll each talent's ML as extra major skills (step 4); otherwise, roll their MLs as minor skills (step 6).

Spirit may be selected as a major skill in step 3; otherwise, roll for its ML by age (as above), or as a minor skill if it is the NPC's only talent.

[8] Skill Bonus: select two separate skills, one of which must be a major skill, and raise each ML by 10.

[9] Attributes: assign scores for the twelve Attributes. The six Physical should be in the following range, by age: young (10–15), mature (8–13), old (6–11). The six Mental should be in the 8–13 range, regardless of age.

Attribute Bonus: increase by two the score of two separate Attributes that are in the Skill Base (SB) of the skills chosen for the Skill Bonus (step 8).

Advice: the Quick NPC method can readily generate important allies and enemies in place of the Full approach. GMs can also simply *assign* precise skill MLs from within the possible dice roll results to reflect best their intended niche, and attribute scores can be further nudged to reflect more satisfyingly skill ML results. To gauge appropriate occupation ML (for any type of NPC), see the Professional ML section on the next page and the accompanying Skill Star Rating sidebar table.

Brewing is a mental skill, so the mature age calls for 40 + 5d6. A roll of 18 produces ML58.

For Melee SM2, a physical skill, 30 is added to 3d6—a 14 gives ML44. The remaining three major skills are generated similarly on the Major Skills table: Guile (45 + 5d6 = ML61), Intrigue (45 + 5d6 = ML70), Cookery (40 + 5d6 = ML62).

The GM now identifies minor skill SM. The innkeeper has Hârnic Native Language SM4 (from guilded parents), and Languages 2 and Script 2 from occupation. Both language SM go to Jarin, giving it SM4 when Foreign Language boosts are included. Lakise SM2 is chosen for the script.

For Encounter Skills SM, Melee was already generated as a major skill, thus making its subskill Dodge an SM2 major skill. All the rest are minor skills: Initiative and Shock (SM3), Awareness (SM3), Spirit (SM3), Stealth (SM3), and Charm (SM3). The GM decides to roll for Charm ML even though the innkeeper already has Guile as a major skill.

The GM could generate as a minor skill any that has an SM in the Skills List table (such as Swimming SM1 or Dancing SM2), but decides none of these are really necessary for the innkeeper.

All minor skill MLs are now determined on the Minor Skill ML table. For instance, native Hârnic ML equals 30 + 3d6 (minor, SM4, mental, mature); Shock is 20 + 3d6 (minor, SM3, physical, mature).

The GM selects Guile and Shock for the Primary Skill +10 bonuses. After generating all the minor skills, and selecting Attributes (and +2 increases), the Quick NPC has the following basic characteristics:

STR	12	END	12	DEX	13	AGL	10	PER	10	CML	8
AUR	8	WIL	12	REA	10	CRE	10	EMP	10	ELO	12

Awareness	32	Charm	31	Brewing	58
Initiative	30	Guile	71	Cookery	62
Shock	42	Intrigue	70		
Melee	44				
Dodge	39	Hârnic	47		
Spirit	27	Jarin	40		
Stealth	28	Lakise Sc.	22		

OTHER QUICK NPC DETAILS

The GM assigns other characteristics as desired—Morality, personality traits, appearance, stature. Weapons and gear, and their associated data such as impact and encumbrance, are selected according to estimated wealth (page 52). Simply choosing one of the twelve Armour Suits greatly expedites preparing the NPC.

For Shek-Pvar and Priests, refer to the respective sections of character generation (pages 54–55). While Quick NPC arcanists are certainly possible, there is no easy way around spell selection. Since Ritual remains a minor SM1 skill for most NPCs, assume its likely +2 Blessing EML bonus is already reflected in the associated skill ML results.

SKILL STAR RATING

D100	STARS	ML	RANDOM	COMPETENCE
01–10	zero	≤ 49	1d20+29	Inept
11–30	☆1	50–59	1d10+49	Novice
31–60	☆2	60–69	1d10+59	Aspirant
61–85	☆3	70–79	1d10+69	Professional
86–95	☆4	80–89	1d10+79	Expert
96–00	☆5	90+	1d10+89	Paragon

***Example:** the PCs are at the court of a duchess whom the GM had not designed as a major figure in the campaign. They have gained audience to convince her to grant them passage to an unpopulated island within her coastal realm. The GM gives her a shrewd Intrigue ML70 should it come to her judging any PC tricks (Guile).*

ACTION MASTERY LEVEL

ML	ACTION NPC CATEGORY
30	**Commoner**: a non-combatant because of background (*scholar*), age (*elderly farmer*), or training (*ill-prepared militia member*).
40	**Militia**: a non-professional combatant, such as militia member, undisciplined thug or brigand, or inexperienced mercenary.
50	**Man-at-arms**: a professional soldier, such as a feudal man-at-arms, legionnaire, mercenary, or experienced thug or brigand.
60	**Veteran**: a well-trained fighter, such as a feudal serjeant-at-arms, squire, mercenary leader, or typical gladiator.
70	**Leader**: a full-time master soldier, such as a feudal knight, mercenary warband captain, or experienced gladiator .

If desired, modify the ML of each category by ±10 ML to reflect outliers—*the* sickly *scholar* (ML20) or *the* mighty *knight* (ML80).

***Example:** while the PCs are exploring a wilderness island, the Trekking Routine calls for an encounter. The GM conjures up in the moment an ambush by a ragged, half-starved group of three shipwrecked mariners (Action ML40) and their savvy, violent first mate (Action ML50). All carry clubs and shortswords and wear the (tattered) Clothing suit.*

ATTRIBUTE MASTERY LEVEL

ML	ATTRIBUTE CATEGORY (AND SCORE)
40	**Lesser (8)**: a weakness of the NPC, such as a non-combatant's physical attributes, or some mental ones of the uneducated.
50	**Typical (10)**: the default physical and mental attribute score of nearly every commoner, militia, and man-at-arms.
60	**Greater (12)**: physical attributes of leaders and veteran fighters, or certain mental ones of scholarly or social characters.

Action NPC

The easiest way to introduce an NPC requires no actual preparation before the game session. Given the unifying mechanic of Mastery Level, GMs may simply *assign* the NPC's skill and attribute ML when called for as the game progresses. Such characters are called Action NPCs because they usually only arise in the moment—or action—at hand. They can be incidental (*the labourer questioned about the missing master mason*), as well as prominent or powerful (*the duchess met at court*).

Advice: GMs should aspire to frequent, even default, use of Action NPCs. The method not only lessens their work load, but its spontaneity expresses one of the joys of gamemastering—fluidly and creatively facilitating the shared, open-ended narrative for the players.

PROFESSIONAL ML

When determining a proper ML for one or two core professional skills of an Action NPC, consult the Occupations tables (pages 42–44) and the Skill Star Rating table (sidebar). While a three-star rating seems average, such competence actually reflects a mature or old *master* crafter or professional (the 'boss'). Journeymen are typically young with ML60–69, and teenage apprentices usually have ML40–59.

Secondary Skills: should the encounter call for NPCs to test something other than their core professional skill, simply select ML between 30 and 59, with the lower ML reflecting tasks further from their specialty. As an alternate quick gauge of automatic skills, ML equals SM×10.

ACTION ML

When adjudicating combat encounters with Action NPCs, GMs utilise a *single Action ML* for four principal skills—Initiative, Shock, Melee, and Dodge. The Action Mastery Level table in the sidebar divides NPCs into five general categories as a guide in choosing the proper Action ML for the given NPC. Whenever the NPC attempts a combative task, simply test this ML. Some specialists might require slight amendment (*an Action ML40 scout with Archery ML60*).

NPC Blocks: the generic human occupations given in the Bestiary (pages 363–365) are examples of Action NPCs. While each includes extra notes about their appearance and personality, GMs can learn to include even this sort of detail on the spur of the moment.

ATTRIBUTE ML

The GM can select the score and ML of the twelve attributes only as needed, such as for Mishap rolls. The Attribute Mastery Level table in the sidebar suggests defaulting to ML50 (score 10), which also leaves weapon impact modifiers at zero. Only Action ML60 and 70 warrior NPCs might have STR 12 (+1 impact) or perhaps STR 14 (+2 impact).

NPC COMPETENCE

While the skill breadth of Action NPCs is somewhat truncated, the *effectiveness* of their ML equals that of Full and Quick NPCs, and even PCs. There are no 'mooks' in HârnMaster—no results of otherwise identical tests produce dramatically worse outcomes for an NPC simply to move the story along or make the PCs seem more heroic. Thus, a PC's Shock ML70 functions identically to an NPC's Shock ML70, whether derived from the Full, Quick, or Action method.

Character Development

After character generation, Development Points (DP) no longer improve skill ML. Instead, progression is tracked through *Skill Development Rolls* or *Experience Points* (or a combination of the two). A character's *Standing* only rarely fluctuates, given the rigidness of class mobility in most Kethiran societies. However, everyone suffers the eventual effects of *Ageing*.

Skill Development Rolls

Every in-world month, characters receive three **Skill Development Rolls (SDR)** to attempt skill improvement on any of their skills selected by the player (even two or three on the same skill). For each SDR, the player rolls d100 and adds the chosen skill's Skill Base (SB). If the sum *exceeds* the current ML, the ML increases by 1. Otherwise, there is no effect (the SDR fails).

Gamemasters may also award a bonus SDR to a character's skill when it is tested at a significant moment or used in a noteworthy situation (as deemed by the GM). Such an SDR is made the moment it is awarded, allowing for additional ones at some point later in the session. GMs can instead postpone SDR until the end of the session, perhaps limiting any given skill to just one SDR per session, no matter how many significant uses of it occurred. See the next page for more advice on using SDR.

Experience Points

A separate approach to character development gives each character **10 Experience Points (XP)** at the end of every gaming session. The player then selects any skill and increases the ML by 1 by spending XP equal to its *current* Index (minimum 1 XP). Any one skill is limited to +1 ML from any single award of 10 XP. *For example, raising an ML59 to ML60 costs 5 XP; raising an ML40 to ML41 costs 4 XP; and raising an ML08 to ML09 costs 1 XP. These three +1 ML increases expend, in total, 10 XP*. The XP method usually replaces SDR entirely, but GMs may consider combining them.

Players can save XP for use with a later award. Perhaps a player wishes to improve two ML60 skills—one skill could increase by 1 ML for 6 XP, with the remaining 4 XP saved. Then, 2 XP from the next 10 XP allotment could be combined with the saved 4 XP to raise the second skill by 1 ML, leaving 8 XP. Experience Points can also be awarded in greater quantities (30 XP or 50 XP) but over a longer period of time—perhaps at the end of an adventure or every in-world season.

During character generation, the 5 DP awarded at each Age Group (Optional, mature Veteran, old Veteran) broadly equate to a rate of *10 XP per in-world year*. While such a slow rate is likely not desirable by most groups once the game starts, the GM can use this as a benchmark to monitor skill improvement over a long campaign. For instance, if the GM expects to play a 50-session campaign over the next two real-world years (about two sessions per month), then it might be announced at the start that 10 XP will be awarded at the end of every logical narrative arc, but no more than 40 XP per in-world year. This still leaves the PCs progressing at four times the rate during character generation.

UNTRAINED SKILLS

Skills at SM0 usually may not be tested—these are called untrained skills. Characters might be able to improve them to SM1 during the campaign through the following procedure.

Training Period: the base full-time training period is three months (10 hours per day, 24 days per month). Double this period to six months for part-time training, from either half the daily hours or half the monthly days.

As adults, usually only nobles have the time to undertake actual full-time training (or pursue part-time training in two separate skills at the same time). Guilded and free characters, with other vocational commitments, most likely can only pursue part-time training in one skill (and only if the GM finds even this plausible). The poor and unfree generally can train part-time only when the skill is highly associated with their current milieu (*a farm labourer training Animalcraft from SM0*).

Training requires proper resources and equipment, which vary greatly by skill. Major inadequacies simply prevent training. While training, characters receive no monthly SDR.

Instruction: the training period assumes instruction by a teacher with ML60 in the associated skill and Discourse ML20. To gauge exceptional instruction, the teacher makes a Success Value test of the associated skill. For each star result, roll a d10 against a TN equal to the teacher's Discourse Index. Each success reduces the final training period by 10%.

Languages: if the language being learned is from the same language family as the character's native language, increase SM by one after the training period. If the character is immersed fully in a location speaking the foreign language, increase SM by one (by two if both conditions are met).

Esoterica: Arcane Talents cannot be 'learned' from SM0, unless the GM devises special esoteric circumstances (*an experience triggers it*). For all other Esoterica Group skills, training periods are quantified in *years*, not months. Esoteric ability is hard-earned on Kethira, and best attained in youth. GMs may, as usual, choose to lessen such a harsh rate.

MASTERY LEVEL MAXIMUM

The highest attainable ML in a given skill equals the character's Skill Base (SB) × 7. No more development may take place beyond it.

SDR: once ML reaches 100 + SB for a skill with SB17 or higher, only a natural SDR roll of 100 improves the skill, by one ML. When the skill ML reaches SB × 7, development is no longer possible, as above.

ADVICE FOR SDR

There is an enjoyable, intuitive game element to SDR: test a skill now, try to improve it later. However, consider these features when solely using SDR for ML improvement:

- SDR can be unfair to *players*—some PCs succeed while others fail. Over the long term, such variableness can even out, but gaming groups will have to decide how much of this inconsistency is acceptable.
- Bonus SDR can lead to ML progressing too rapidly, especially when coupled with the three monthly rolls. Skills that take a PC years to improve during character generation can jump similarly in mere months—or days!—in-world. GMs must monitor even XP awards in this regard, of course.
- The GM should strongly consider offering bonus SDR for skills that were not literally tested, but that their character very likely used significantly in the world in a noteworthy situation. Thus, a PC who tended and drove 20 mules during an arduous 10-day trek could very likely deserve an SDR in the Animalcraft skill—even if the game play of the journey was 'hand waived' by the GM to expedite the campaign. This approach goes a long way in better simulating how the PCs live in the *world* than how the *game* often highlights a narrower range of tested skills.

DEVELOPMENT OPTIONS

Expertise Option (page 92): if using this rule, each +1 ML resulting from SDR or XP *may* instead be applied as *+2 ML* to one expertise, selected just like during character generation. When using the Required Expertise rule, each +1 ML resulting from SDR or XP *must* be dedicated separately as *+1 ML* to an expertise.

Subskill Option: once the game begins, the Shock and Dodge subskills are developed as their own separate skills. Optionally, the *same* allocation of XP could apply to *both* the main skill and its subskill. For example, the same 7 XP applied to Melee ML70 and Dodge ML60 improve both by 1 ML, with Dodge retaining 1 unused XP for future XP development

ATTRIBUTE SCORES

The game assumes that characters work to maintain Attributes at their rolled, peak score. Thus, 'Attribute increases' are not needed, nor even realistic in many cases. What is plausible in real life ('I hike to improve END') is better viewed in the game as either already happening ('I hike to *maintain* my given END'), or suitable as a new skill (Condition ML *replaces* END to measure cardiovascular fatigue accrual).

Standing

While standing *within* the unfree, free, and noble classes might fluctuate, social mobility *between* them rarely arises. The feudal unfree who reach a freetown or mining settlement and evade capture for a year and day become free; and free soldiers could receive knighthood from feats of arms—but even penniless gentry retain their noble status. Thus, only special circumstances change a character's broad social class.

Income: characters are usually employed in their occupation for 24 of each month's 30 days, which provides the clothing, food, and shelter associated with their Wealth score (page 52). Each month, characters also earn ten silver pennies (d) times the sum of a number of Wealth Dice rolls equal to the Star rating of the core associated skill ML. For instance, a clothier with Textilecraft ML72 (three stars) earns 3d3 × 10d.

Expenses: characters not working receive no such income and, in fact, must pay a *daily* living expense in the LODGING column of the Standing table (page 52) associated with their lifestyle. Those on expedition trade this expense for the literal cost of gear and rations (page 120).

Ageing

In games comprising of just a handful of sessions, characters likely do not face the effects of ageing. However, for campaigns that span more than one in-world year, apply the following steps every year, starting in TR 721, on 1 Nuzyæl, the first day of the year. Select a more suitable date if needed, preferably one during a sizeable stretch of downtime.

[1] Ageing Roll: for *mature* characters (starting at the age of 30), make a separate d10 roll against TN9 for each of the six Physical Attributes. For *old* characters (starting at the age of 50), make a separate d10 roll against TN9 for all twelve Attributes, both Physical and Mental.

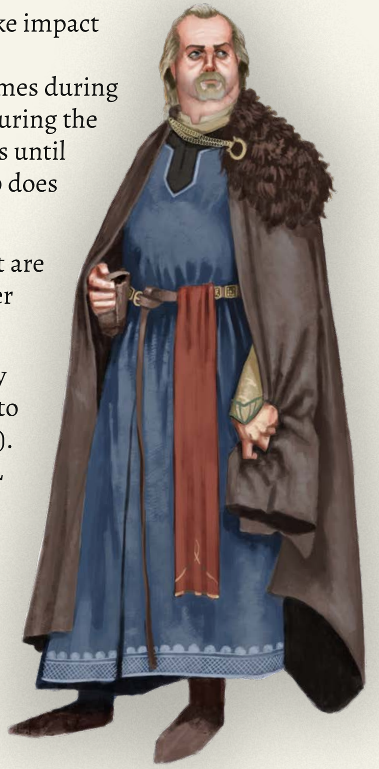
[2] Reduction: if the d10 roll fails, reduce the corresponding Attribute *score* by 1. Update its Attribute ML and any characteristic affected by the change, such as ENC and strike impact modifier from STR loss.

Each Attribute may be reduced only *two* times during the mature age group years and *three* times during the old age group years. Ignore subsequent losses until the next age group. An Attribute reduced to 0 does not necessarily imply death.

[3] Skill Base: refigure all Skill Bases (SB) that are affected by an Attribute reduction. Remember the special rounding rule (page 45).

[4] Mastery Level: when ageing reduces SB by one, lower the skill's ML by an amount equal to ML divided by the *previous* SB (drop fractions). For each one SB reduction, the minimum ML loss is 1 and the maximum ML loss is 5.

Elder Folk: Ælrhin never suffer the effects of ageing. Kuzhai make the above dice rolls, but only once every *five* years, starting in TR 725. Ænarin (half-elves), Malakta, and Nadi age as for humans, except old half-elves roll for ageing only every other year (TR 722+).



APPENDIX I: REGIONS

Character generation requires players to identify their character's *region* of birth (page 24). This is often simply selected, or dictated by the campaign. The table below allows a d1000 roll to determine it randomly, weighted by approximate population. The remainder of Appendix I lists alphabetically a table for each of the 22 regions.

D1000	REGION
001–007	Áltôr
008–272	Ázeryàn
273–321	Býria
322–404	Chogôro & Mafán
405–531	Dalkésh
532–540	Emélrenè
541–566	Hácherdad
567–576	Hârbáal
577–587	Hârn
588–627	Hèpekéria
628–630	Huriséa
631–641	Ivínia
642–735	Karéjia
736–747	Ketârh & Béshakan
748–765	Northern Anzelôria
766–779	Palíthanè
780–791	Quârphor
792–810	Reksýna
811–839	Shôrkýnè
840–849	Thónia
850–956	Tríerzòn
957–000	Ûmélria

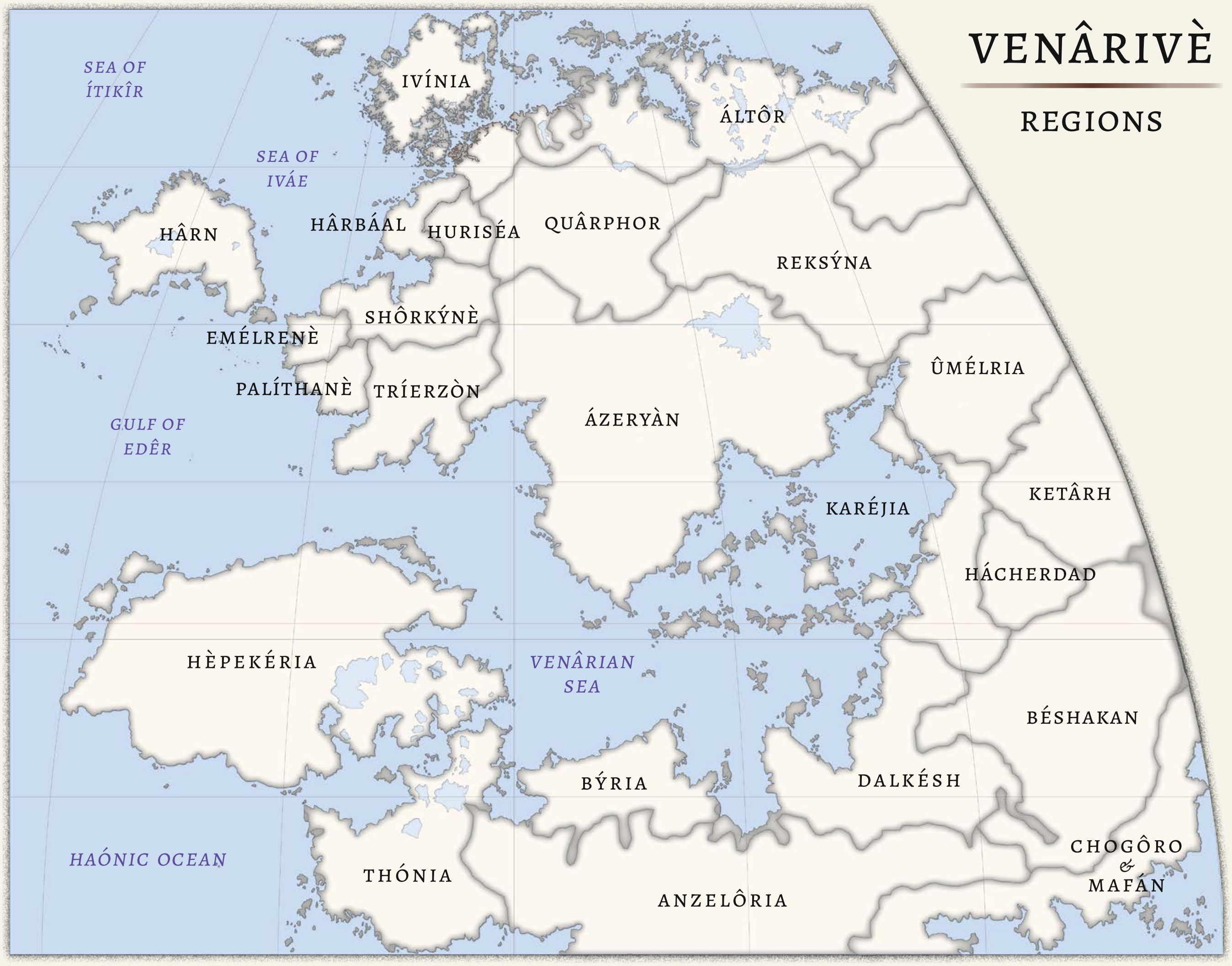
Realms

Region tables list in rows their various constituent *realms*, whether kingdom, city-state, tribal range, or some other political or cultural area. The columns describe each realm by Society, Pantheon, and Native Language (given first) and Regional Languages (after the bold bullet, **•**). Dialects (page 424) are in italics following the language.

Special d100: the d100 results in the first column of a Region table generally reflect each realm's population. Several entries require an additional d10 roll to determine randomly the realm. For instance, rolling 98 with the d100 on the Azeryan Region table (next page), requires a subsequent d10 roll: 1 (*Gothmir Gares March*); 2–7 (*Gothmir Loas March*); 8 (*Kalinelari March*); 9–0 (*Tonatri Lands*).

Region Notes: the right column on each page lists special information related to the various Region tables, which are derived from and meant to accompany *Venârivè: Northwestern Lýthia* and *Venârivè Map*. Refer to these publications for greater detail.

Elder Folk Regions: each of the four PC Elder folk given in this volume has its own special Region table (page 423). The Malák and Mizúni Class & Occupation tables are located on this page as well.


VENÂRIVÈ
REGIONS
SEA OF ÍTIKÎR
IVÍNIA
ÁLTÔR
SEA OF IVÁE
HÂRN
HÂRBÁAL
HURISÉA
QUÂRPHOR
REKSÝNA
SHÔRKÝNÈ
EMÉLRENÈ
PALÍTHANÈ
TRÍERZÒN
ÛMÉLRIA
GULF OF EDÊR
ÁZERYÀN
KARÉJIA
KETÂRH
HÁCHERDAD
HÈPEKÉRIA
VENÂRIAN SEA
BÉSHAKAN
BÝRIA
DALKÉSH
HAÓNIC OCEAN
CHOGÔRO & MAFÁN
THÓNIA
ANZELÔRIA

ÁLTÔR REGION

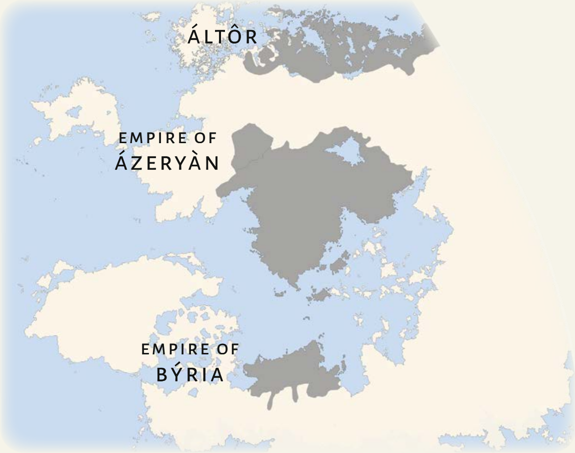
D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–06	Amlácht town	Tributary	Altic-Ivín.	Áltic-*eastern* or Ivínian
07–11	Lýbath town	Tributary	Altic	Áltic-*eastern* or Ivínian • Sináin
12–57	West Álti lands	Tribal	Altic	Áltic-*west.* • Ivínian · Quârphic
58–00	East Álti lands	Tribal	Altic	Áltic-*east.* • Ivínian · Reksýni

ÁZERYÀN REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–05	Áshon Province	Imperial	Azéri	Nâsik Azéri-*eastern* • Tonátri · Quârphic-*southern* · Reksýni
06–13	Ázen Province	Imperial	Azéri	Nâsik Azéri-*prime, -eastern*
14–17	Helén Province	Imperial	Azéri	Nâsik Azéri-*western*
18–24	Îlis Province	Imperial	Azéri	Nâsik Azéri-*prime*
25–30	Kántreda Province	Imperial	Azéri	Nâsik Azéri-*prime, -southern*
31–36	Læma Province	Imperial	Azéri	Nâsik Azéri-*northern* • Tonátri
37–40	Lótmîr Province	Imperial	Azéri	Nâsik Azéri-*central, -western*
41–42	Ménkrè Province	Imperial	Azéri	Nâsik Azéri-*eastern*
43–45	Mísonæ Province	Imperial	Azéri	Nâsik Azéri-*prime*
46–51	Nâliat Province	Imperial	Azéri	Nâsik Azéri-*prime*
52–54	Ontónas Province	Imperial	Azéri	Nâsik Azéri-*southern, -island*
55–58	Rámien Province	Imperial	Azéri	Nâsik Azéri-*eastern*
59–63	Sásala Province	Imperial	Azéri	Nâsik Azéri-*central, -southern*
64–68	Skôraz Province	Imperial	Azéri	Nâsik Azéri-*prime*
69–74	Thonâru Province	Imperial	Azéri	Nâs. Az.-*prime, -eastern* • Tonátri
75–78	Tonátra Province	Imperial	Azéri	Nâs. Az.-*north., -western* • Tonátri
79–81	Válenæ Province	Imperial	Azéri	Nâsik Azéri-*western*
82–85	Vedóra Province	Imperial	Azéri	Nâsik Azéri-*central, -northern*
86–87	Alám Garés Mil. Prov.	Imperial	Azéri	Nâsik Azéri-*southern, -western*
88–89	Alám Lóas Mil. Prov.	Imperial	Azéri	Nâsik Azéri-*southern, -Terâzin*
90–92	Berónium Mil. Prov.	Imperial	Azéri	Nâsik Azéri-*western*
93–95	Ìndâral Military Prov.	Imperial	Azéri	Nâsik Azéri-*island*
96–97	Sános Military Prov.	Imperial	Azéri	Nâsik Azéri-*island*
98·1	Góthmîr Garés March	Imperial	Azéri	Reksýni • Nâs. Az.-*east*·Quâr.-*east*
98·2–7	Góthmîr Lóas March	Imperial	Azéri	Nâsik Azéri-*eastern* • Reksýni
98·8	Kàlinelâri March	Imperial	Azéri	Reksý.•Quâr.-*ea./-so.*·Nâs. Az.-*east.*
98·9–0	Tonátri lands	Tribal	Tonátri	Tonátri
99·1–2	Principality of Gôris	Imperial	Azéri	Nâsik Azéri-*Górik*
99·3–0 00·1–9	Grand Principality of Lánkor	Imperial	Azéri	Nâsik Azéri-*Lánkori* • Eméla · Tonátri · Quârphic-*southern*
00·0	Lánkor Émhlè	Tribal	Covenant	Émhlèn • Nâsik Azéri-*Lánkori* ·Quârphic-*wes./sou.*·Shôrka-*east.*

BÝRIA REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–11	Ârmala Province	Feud-Imp	Azéri	Býrian
12–18	Aýen Province	Feud-Imp	Azéri	Býrian • Tuvâran-*eastern*
19–21	Bámen Province	Feud-Imp	Azéri	Býrian • Tuvâran-*western*
22–35	Dária Province	Feud-Imp	Azéri	Býrian
36–46	Elónas Province	Feud-Imp	Azéri	Býrian • Tuvâran-*western*
47–57	Ìnrítha Province	Feud-Imp	Azéri	Býrian
58–64	Ìnsúlana Province	Feud-Imp	Azéri	Býrian • Tuvâran-*western*
65–76	Kàntránas Province	Feud-Imp	Azéri	Býrian
77–84	Kínis Province	Feud-Imp	Azéri	Býrian • Tuvâran-*eastern*
85–88	Láselàna Province	Feud-Imp	Azéri	Býrian • Tuvâran-*eastern*
89–93	Môrálas Province	Feud-Imp	Azéri	Býrian
94–96	Nâran Province	Feud-Imp	Azéri	Býrian
97–00	Nôrva Province	Feud-Imp	Azéri	Býrian • Tuvâran-*western*



ÁLTÔR NOTES

- The town of Amlacht is split evenly between the founding valley Alts and the Ivinians who arrived around TR 640. The two peoples are on friendly terms.
- Lybath has an Altic majority (80%)/Ivinian minority (20%).
- For the West and East Alti lands, generate the specific tribal type by rolling d100: 01–20 (forest); 21–60 (great); 61–80 (valley); 81–00 (water). See also dialect note E (page 424).
- The Alti worship a pantheon of six gods, akin to the 'Old Gods' (page 343): *Maadtera* (Ylvyr), *Syra* (Beona), *Juoksa* (Elarana), *Arak* (Garanik), *Manna* (Ziem), and *Rouhtta* (Mordar).

ÁZERYÀN NOTES

- The peoples of the Empire of Azeryan speak a dozen dialects of Nasik Azeri, or 'Low Azeryani'. The several dialects spoken around the Venarian sea, including those on the east coast of Hepekeria and in Byria, express varying levels of mutual intelligibility (note C, page 424).
- A character who receives 5 DP as a native speaker in any dialect of Nasik Azeri, from the page 47 sidebar table, also receives 4 DP in native Zakimladal, or 'High Azeryani', a complex language of the educated and upper classes. Under unique circumstances, lesser class Azeryani characters and foreigners may develop Zakimladal (foreign scholars quite often do so). Native speakers of other Azeri languages receive the same-family Foreign Language Boost (page 48 sidebar), as usual. However, because of its exclusivity, Zakimladal does not appear as a Regional Language.
- Azeryan abandoned its eastern Marches to the Reksyni horse warriors in TR 660. The Reksyni now dominate (80% population) in the Gothmir Gares and Kalinelari Marches, whereas the Azeryani do so (95%) in Gothmir Loas March.
- The Tonatri are an isolated mountain tribal people (regarding their language, see sidebar note on page 425).
- The Lankor Emhle are a group of the aligned tribal people of the Cult of the Covenant (page 343).

BÝRIA NOTES

- Byria's Varanian/Laranian theocracy tolerates other worship of only Eoni/Peoni, Halea, Save-K'nor, and Zarath.
- Byrian is a distant dialect of Nasik Azeri (note C, page 424).

CHOGÔRO & MAFÁN REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–14	Ámvâr Kingdom	Feudal	Mafáni	Pèchalâri • Chogôri
15–37	Boliâfra League	Imperial	Mafáni	Mafáni • Chogôri
38–50	Chifâr League	Imperial	Mafáni	Mafáni
51–59	Delúma Republic	Feud-Imp	Mafáni	Chogôri • Mafáni
60–75	Génjes Kingdom	Feudal	Mafáni	Mafáni • Chogôri
76–83	Lútra Kingdom	Feudal	Mafáni	Chogôri • Mafáni
84–00	Sérianàpi League	Imperial	Maf. & Anz.	Shénti • Mafáni

DALKÉSH REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–03	Ádesh Province	Imperial	Dálken	Elbýthian or Bésha • Dálken
04–05	Ákamar Province	Imperial	Dálken	Dálken • Pèchalâri
06–14	Anínis Province	Imperial	Dálken	Dálken • Elbýthian
15–23	Déhar Province	Imperial	Dálken	Dálken
24	Donólash Province	Imperial	Dálken	Dálken • Bésha
25–30	Galpûra Province	Imperial	Dálken	Dálken
31–35	Hepónpura Province	Imperial	Dálken	Dálken or Karéjian
36–43	Khálik Province	Imperial	Dálken	Dálken • Pèchalâri
44–51	Khánesh Province	Imperial	Dálken	Dálken • Bésha
52–55	Khédan Province	Imperial	Dálken	Dálken • Pèchal. · Tuvâr.-*eastern*
56–66	Nágran Province	Imperial	Dálken	Dálken
67	Nálhaman Province	Imperial	Dálken	Dálken or Bésha
68–75	Nàthapúra Province	Imperial	Dálken	Dálken
76–84	Onripúra Province	Imperial	Dálken	Dálken
85–94	Résikhar Province	Imperial	Dálken	Elbýthian or Karéjian • Dálken
95–96	Sóbrash Province	Imperial	Dálken	Dálken • Tuvâran-*eastern*
97–00	Tíbelos Province	Imperial	Dálken	Dálken

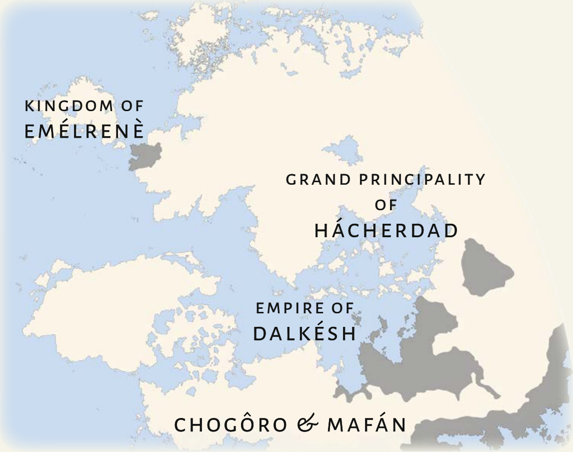
EMÉLRENÈ REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–08	Quándas Shire	Feudal	W. Venârian	Emélan • Shôrka
09–25	Álgram Shire	Feudal	W. Venârian	Emélan
26–36	Fándàlon Shire	Feudal	W. Venârian	Emélan
37–54	Âlwìna Shire	Feudal	W. Venârian	Emélan
55–67	Malád Shire	Feudal	W. Venârian	Emélan
68–83	Beréma Shire	Feudal	W. Venârian	Emélan • Pálithàner · Tríerzi-*Palgánin**
84–93	Úlamà Shire	Feudal	W. Venârian	Emélan • Pálithàner
94	Jerinála March	Feudal	W. Venârian	Emélan
95–00	Émhlè Range	Tribal	Covenant	Émhlèn

*Tríerzi-Palgánin is the dialect spoken in the Nórimar Shire of Palíthanè (page 420).

HÁCHERDAD REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–08	Bálshel Principality	Imperial	Hácherian	Hácherian
09–17	Échrum Principality	Imperial	Hácherian	Hácherian
18–52	Hácherùl Principality	Imperial	Hácherian	Hácherian
53–57	Kûladith Principality	Imperial	Hácherian	Hácherian
58–68	Mârshum Principality	Imperial	Hácherian	Hácherian
69–76	Môrchad Principality	Imperial	Hácherian	Hácherian
77–90	Ócharim Principality	Imperial	Hácherian	Hácherian
91–00	Shélum Principality	Imperial	Hácherian	Hácherian



CHOGÔRO & MAFÁN NOTES

- The region of Mafan shown on the map consists of the peninsulas, coasts, and outer islands, as well as the northern land that stretches around the Gulf of Mafan to the east, technically outside of Venarive.
- The Chogori dominate the inland portions of the states in the central section (dialect information forthcoming).
- The Pechalari and Shenti are found in the far western states of the region (dialect information forthcoming).

DALKÉSH NOTES

- Dalkesh society is caste-based. Barring circumstances of adoption or marriage, all native characters living in Dalkesh must select their Parent Occupation as their own.
- The native language of most within the Dalkesh Empire is Dalken (with caste-based M1 dialects), but a handful of other languages are spoken within its borders. Elbythian dominates in its two most northern provinces (Adesh and Resikhar), Karejian in the islands of Heponpura, and Tuvaran-*eastern* in the western Sobrash. Even in these provinces, Dalken is spoken in the imperial bureaucracy.
- For Realms listing two native languages, speakers have an equal chance to have either. The non-native language then becomes a Regional Language for this speaker (page 24).

EMÉLRENÈ NOTES

- The Emhle Range is the core home of the tribal people of the Cult of the Covenant (page 343). The Jerinalian group listed here reaches into the northern Palithaner and western Shorkyne regions.
- The Emelan spoken by most folk throughout the Shires exhibits only slight regional dialects (M0), but its dialect called Emhlen, spoken by the tribal Emhle, is archaic enough to give others mild difficulty (note F, page 424).

HÁCHERDAD NOTES

- Hacherian is a distant dialect of the older Besha language spoken by the people of the Beshakan Desert to the south (note J, page 424).
- Hacherians value greatly literacy; as a mark of status and power, the wealthy often establish schools for the poor to learn the Neramic script.

HÂRBÁAL REGION

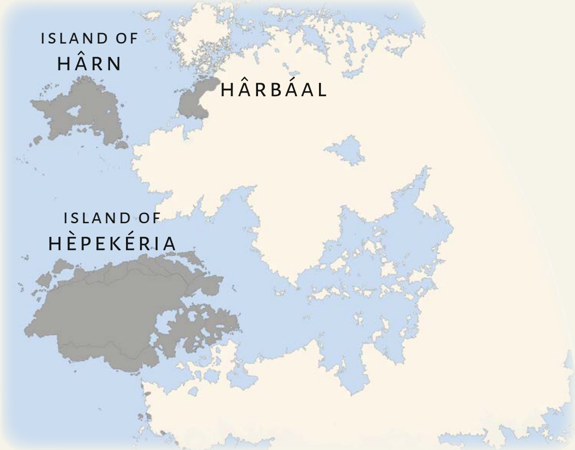
D100	REALM	SOCIETY	PANTHEON	LANGUAGES
	GREAT KINGDOM OF HÂRBÁAL			
01–06	Ánvâl	Viking	Ivínian (mix)	Hârbáaler
07–16	Ávastran	Viking	Ivínian (mix)	Hârbáaler
17–21	Gátenlund	Viking	Ivínian (mix)	Hârbáaler
22–25	Elgósa & Gildwáal	Viking	Ivínian (mix)	Hârbáaler
26–36	Gávrios	Viking	Ivínian (mix)	Hârbáaler
37–44	Géltheim	Viking	Ivínian (mix)	Hârbáaler
45–52	Ketánia	Viking	Ivínian (mix)	Hârbáaler
53–62	Lédenheim	Viking	Ivínian (mix)	Hârbáaler • Quârphic
63–67	Lýtheim	Viking	Ivínian (mix)	Hârbáaler
68–75	Pádona	Viking	Ivínian (mix)	Hârbáaler
76–81	Sáliom	Viking	Ivínian (mix)	Hârbáaler
82–89	Tónanby	Viking	Ivínian (mix)	Hârbáaler
90–96	Chélemby Kingdom	(*see notes*)	W. Venârian	Chéler
97–00	Yârla lands	Tribal	Yârla	Yârla • Hârbáaler · Quârphic

HÂRN REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01	Chybísa Kingdom	Feudal	W. Venârian	Hârnic • Járin
02	Elder Realms	Feudal	W. Venârian	Járin • Kúzhan or Sináin
03–16	Káldôr Kingdom	Feudal	W. Venârian	Hârnic • Járin
17–28	Kandáy Kingdom	Feudal	W. Venârian	Hârnic
29–49	Mèlderýn Kingdom	Feudal	W. Venârian	Hârnic • Járin
50	Orbáal Kingdom	Tributary	W. Venârian	Orbáaler • Járin · Hârnic
51–58	" (*subjugated Jarín*)	Tributary	W. Venârian	Járin • Orbáaler · Hârnic
59–70	Réthem Kingdom	Feudal	W. Venârian	Hârnic • Járin
71–83	Thârdic Republic	Feud-Imp	W. Venârian	Hârnic
84–00	Tribal lands	Tribal	*various*	(*see notes*)

HÈPEKÉRIA REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
	HÈPEKÉRIAN CONFEDERATION			
01–03	Air sub-nation	Tribal	Númec	Númer
04–06	Azúwirat lands	Tribal	Númec	Númer • Dálani
07–09	Íwil sub-nation	Tribal	Númec	Númer
10	Dúrqa Âwrím lands	Tribal	Númec	Númer
11–14	Lawâta sub-nation	Tribal	Númec	Númer
15–16	Naj'er sub-nation	Tribal	Númec	Númer
17–19	Údan sub-nation	Tribal	Númec	Númer
	KÔRLIC STATES			
20–23	Charinátrè Kingdom	Feud-Imp	Azéri	Kôrlic • Númer
24–26	Dýsor Kingdom	Feud-Imp	(*see notes*)	Kôrlic • Númer
27–30	Geména Kingdom	Feud-Imp	Azéri	Kôrlic • Nâsik Azéri · Dálani
31–36	Isýnen area	City-State	Númec-Ven.	Kôrlic
37–45	Kôrlúa Kingdom	Tributary	Ivín.-Númec	Ivínian & Kôrlic (*see notes*)
	DALÁNYA & XÊRIA			
46–56	Menêma Kingdom	Tributary	Azéri	Nâsik Azéri • Dálani · Ivínian
57–68	Vítho Kingdom	Feud-Imp	Azéri	Nâsik Azéri • Dálani
69–80	Xêrium Kingdom	Imperial	Azéri	Nâsik Azéri • Búqdin
81–82	Búqdin lands	Tribal	Búqdin	Búqdin
83–84	Dálani lands	Tribal	Dálani	Dálani
	FALÂNIAN FEDERATION			
85–87	Bothísa area	City-State	Númec	Faláni
88–89	Silgôra area	City-State	Númec	Faláni
90–91	Thúbeliz area	City-State	Númec	Faláni
92–94	Falânian towns	Imperial	Númec	Faláni
95	Falânian colonies	Imperial	Númec	Faláni • Thónian
96–00	Tribal Faláni lands	Tribal	Númec	Faláni



HÂRBÁAL NOTES

- Most Harbaalers worship Sarajin, but many are followers of Agrik, Larani, and Peoni of the West Venarian pantheon.
- Chelemby's SOCIETY is a *Tributary (Viking)–Feudal* hybrid. Substitute this CLASS table for the usual one on page 30:

D100	D20	CLASS
01–12	·	Unfree
13–67	1–9	Free
68–92	10–15	Guilded
93–97	16–18	Military
98	19	Priestly
99–00	20	Noble

- The Yârla mix shamanism with worship of Sarajin and proto-versions of Peoni, Siem, and Ilvir (see Old Gods, page 343).

HÂRN NOTES

- The folk listed in Elder Realms are Jarin humans who dwell either under Kuzhai rule in Azadmere (90%) or under Sinain rule in Evael (10%). Elder folk from these two realms are treated on their own in the Elder Folk Regions (page 423).
- There are 18 tribal groups on and around the isle of Hârn. Many speak a dialect of either Hârnic or Jarin:

D100	TRIBE: LANGUAGE-*DIALECT*
01–05	Adaénum: Járin-*Adaénian*
06–09	Anoa: Járin-*Nuthélan*
10–12	Bújoc: Hârnic-*Ánadel*
13–16	Chélni: Hârnic-*Chóhar*
17	Chýmak: Chýma
18–23	Equáni: Járin-*Peránic*
24–27	Gozýda: Hârnic-*Uphâri*
28–43	Hodíri: Hârnic-*Chóhar*
44	Kablóqui: Járin-*Peránic*
45–46	Kamáki: Kamákin
47–48	Kath: Hârnic-*Uphâri*
49–56	Kùbôra: Járin-*Peránic*
57–68	Pagáèlin: Hârnic
69–71	Solôri: Hârnic-*Sôlora*
72–82	Taélda: Járin-*Nuthélan*
83–92	Túlwyn: Hârnic-*Uphâri*
93–98	Ûrdu: Járin-*Peránic*
99–00	Ymódi: Járin-*Nuthélan*

HÈPEKÉRIA NOTES

- The Numec tribal people have *herding* as a subsistence method (page 29), except in the Azuwirat lands (*herding-settled*). Each sub-nation has its own dialect (M1 with others).
- Two dialects of Nasik Azeri are spoken in the region: *Kolvisar* (in Menema) and *Dalazeri* (in Gemena, Vitho, and Xerium).
- In Dysor, the coastal Korlic worship the Azeri pantheon, and the inland Numer worship the Numec pantheon.
- Korlua is stratified between the Ivinian rulers (20%) and the Korlic common folk (80%).

HURISÉA REGION

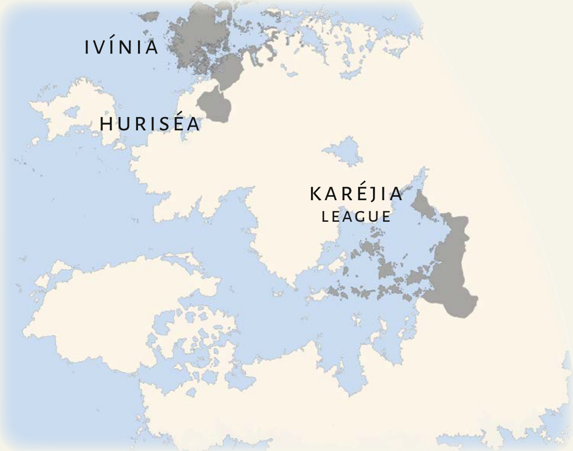
D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–10	Ántol Principality	Tributary	Quârphic	Huriséan • Quârphic-*western*
11–36	Beldîra Principality	Tributary	Quârphic	Huriséan • Quârphic-*western*
37–41	Chêgen Principality	Tributary	W. Ven.-Quâr.	Shôrka or Huriséan • Quâr-*wes.*
42–45	Déchen Principality	Tributary	Quârphic	Huriséan
46–49	Ékedon Principality	Tributary	Quârphic	Huriséan • Quârphic-*western*
50	Fîgend Principality	Tributary	Ivínian-Quâr.	Ivínian or Huriséan • Quâr-*wes.*
51–59	Hélgen Principality	Tributary	Ivínian-Quâr.	Hârbáaler or Huris. • Quâr-*wes.*
60–65	Jóndes Principality	Tributary	Quârphic	Huriséan • Quârphic-*western*
66–69	Ogéned Principality	Tributary	W. Ven.-Quâr.	Shôrka or Huriséan • Quâr-*wes.*
70–73	Pónel Principality	Tributary	Quârphic	Huriséan
74	Únten Principality	Tributary	Ivínian-Quâr.	Ivínian or Huriséan • Quâr-*wes.* · Áltic-*western*
75–00	Minor Principalities	Tributary	Quârphic	Huriséan • Quârphic-*western*

IVÍNIA REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
	GREAT KINGDOM OF SÉLDENBÀAL			
01–08	Balísheim	Viking	Ivínian	Ivínian
09–12	Gélemâr	Viking	Ivínian	Ivínian
13–17	Gílbenmark	Viking	Ivínian	Ivínian
18–24	Lókemheim	Viking	Ivínian	Ivínian
25–34	Séldenbàal	Viking	Ivínian	Ivínian • Yaríli
35	Beshéa Kingdom	Viking	Ivínian	Ivínian
36	Éldeskaal Kingdom	Viking	Ivínian	Ivínian
37–50	Govýna Grt. Kingdom	Viking	Ivínian	Ivínian • Yaríli · Áltic-*western*
51–72	Íbanvaal Kingdom	Viking	Ivínian	Ivínian • Yaríli
73–79	Járenmark Kingdom	Viking	Ivínian	Ivínian • Áltic-*western*
80·1–2	Lókis Kingdom	Viking	Ivínian	Ivínian
80·3–0	Menglána Kingdom	Viking	Ivínian	Ivínian • Yaríli
81–94	"	"	"	"
95–96	Rógna Kingdom	Viking	Ivínian	Ivínian
97·1–9	"	"	"	"
97·0	Tâvu Kingdom	Viking	Ivínian	Ivínian
98–00	Yaríli lands	Tribal	Yaríli	Yaríli • Ivínian

KARÉJIA REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–10	Ájygàl Military Prov.	City-State	Azéri	Karéjian • Ûrméch · Hácherian
11–12	Arkéth Military Prov.	City-State	Azéri	Nâsik Azéri-*island* • Karéjian
13–24	Dúrien Military Prov.	City-State	Azéri	Karéjian • Elbýthian
25–35	Gílech Military Prov.	City-State	Azéri	Elbýthian • Karéjian · Bésha
36–45	Helás Military Prov.	City-State	Azéri	Karéjian • Nâsik Azéri-*island*
46–53	Hóritar Military Prov.	City-State	Azéri	Karéjian
54–58	Ìchényah Military Prov.	City-State	Azéri	Karéjian
59–66	Kólomîr Military Prov.	City-State	Azéri	Elbýthian • Karéjian · Hácher.
67–72	Livélis Military Prov.	City-State	Azéri	Karéjian
73–79	Nárolis Military Prov.	City-State	Azéri	Karéjian
80–86	Phanósia Mil. Prov.	City-State	Azéri	Karéjian
87–93	Rykál Military Province	City-State	Azéri	Karéjian • Nâsik Azéri-*island*
94–98	Shélon Military Prov.	City-State	Azéri	Karéjian
99–00	Tázach Military Prov.	City-State	Azéri	Karéjian



HURISÉA NOTES

- Hurisea consists of eleven major principalities and 54 minor ones. Figend and Unten are held by Ivinian clans of Jarenmark (Ivinia Region); Helgen is held by a clan of Ledenheim (Harbaal Region); and Chegen and Ogened by two Shorkyni ruling houses (Shorkyne Region).
- The Quarphic pantheon includes a variety of spirits headed overall by two chief ones, male and female, respectively associated with the sun and the moon, and known as Anulome and Diyel. Temples and rituals are relatively organised, particularly amongst the settled Hurisean peoples. There are rumours of a dark cult devoted to a demonic spirit known as Kurazla.
- The West Venarian and Ivinian pantheons are worshiped by the ruling elite where noted in those principalities.
- Quarphic-*western* shares great mutual intelligibility with the Hurisean of the more settled interior (note M, page 425).
- The Shorka, Ivinian, and Harbaaler languages are those spoken by the rulers of their respective principalities, with the Huriseans native to most non-nobility.

IVÍNIA NOTES

- The Great Kingdom of Seldenbaal consists of five sub-kingdoms (Balisheim through Seldenbaal in the table).
- The Yarili are predominantly shamanic, but include worship of a version of Sarajin and parts of the Old Gods (page 343): *Husraal* (Ziem) and Ylvyr.

KARÉJIA NOTES

- While Karejians worship the same Azeri pantheon of Azeryani, Morgath is much less popular than on the Lythian mainland. Conversely, the worship of Halea is notably stronger throughout Karejia, with the theocratic Helas city-state the seat of the Halean pontiff.
- Most Venarians informally recognise their culture's entire pantheon. However, Karejians tend to venerate much more directly multiple gods and faiths. To reflect this, Karejian characters receive 1 DP for *three separate* native religions during substep 3 of character generation (page 47).
- Each city-state expresses its own dialect of Karejian (note D, page 424).

KETÂRH & BÉSHAKAN REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–26	Ánil Ketâri lands	Tribal	Ketâri	Ánil Ketâri
27–29	Ketâri lands	Tribal	Ketâri	Ketâri
30–94	Bésha lands	Tribal	Bésha	Bésha
95–00	Namârdim lands	Tribal	Bésha	Namârdi

NORTHERN ANZELÔRIA REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–07	Neshái lands	Tribal	Anzelôrian	Neshái
08–43	Pèchalâri lands	Tribal	Anzelôrian	Pèchalâri
44–45	Sogôranélè City-State	Imperial	Anzelôrian	Pèchalâri
	TUVÂRAN LANDS			
46–69	Eastern	Tribal	Anzelôrian	Tuvâran-*eastern*
70–79	Southern	Tribal	Anzelôrian	Tuvâran-*southern*
80–00	Western	Tribal	Anzelôrian	Tuvâran-*western*

PALÍTHANÈ REGION

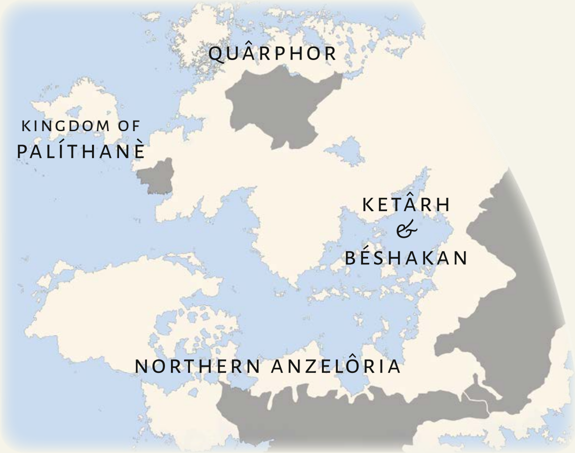
D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–12	Áthamas Shire	Feudal	W. Venârian	Triérzi* • Eméla
13–20	Batána Shire	Feudal	W. Venârian	Pálithàner • Triérzi* · Émhlèn
21–22	"	"	"	Triérzi* • Pálithàner · Émhlèn
23–31	Gavás Shire	Feudal	W. Venârian	Pálithàner • Triérzi*
32–33	"	"	"	Triérzi* • Pálithàner
34–37	Ligúno Shire	Feudal	W. Venârian	Pálithàner • Triérzi*
38–45	"	"	"	Triérzi* • Pálithàner
46–48	Luíndar Shire	Feudal	W. Venârian	Pálithàner • Triérzi*
49–54	"	"	"	Triérzi* • Pálithàner · Émhlèn
55–67	Nórimar Shire	Feudal	W. Venârian	Pálithàner • Triérzi* · Émhlèn
68–73	"	"	"	Triérzi* • Pálithàner · Émhlèn
74–83	Skagía Shire	Feudal	W. Venârian	Pálithàner • Triérzi*
84–87	"	"	"	Triérzi* • Pálithàner
88	Tàmanías March	Feudal	W. Venârian	Pálithàner • Triérzi*
89–97	"	"	"	Triérzi* • Pálithàner
98–00	Luíndè Émhlè lands	Tribal	Kuélrhyn	Émhlèn • Triérzi* · Pálithàner

**To determine the Triérzi dialect, see Palíthanè Notes.*

QUÂRPHOR REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–03	Aúlumon Principality	Tributary	Quârphic	Quârphic-*western* • Nâsik Azéri-*Lánkori* · Eméla
04–10	Ékenon Principality	Tributary	Quârphic	Quârphic-*southern*
11	Kvârfent Principality	Tributary	Quârphic	Quârphic-*western*
12–18	Orlét town	Tributary	Quârphic	Quârphic-*northern* • Ivínian
19–24	Vâben Principality	Tributary	Quârphic	Quârphic-*northern* • Ivínian
25–39	Minor Quârphic States	Tributary	Quârphic	Quârphic-*(varies)*
	QUÂRPH LANDS			
40–43	Eastern	Tribal	Quârphic	Quârphic-*eastern*
44–60	Northern	Tribal	Quârphic	Quârphic-*northern*
61–80	Southern	Tribal	Quârphic	Quârphic-*southern*
81–00	Western	Tribal	Quârphic	Quârphic-*western* • Shôrka*

**Available only in those western Quârph lands that stretch into eastern Shôrkýnè.*



KETÂRH & BÉSHAKAN NOTES

- The Venârivè: Languages map on page 426 shows where the region's four given realms (lands) are located.
- Several of the region's languages are mutually intelligible (notes I and J, page 424).

NORTHERN ANZELÔRIA NOTES

- The Venârivè: Languages map on page 426 shows the location of the Neshai, Pechalari, and Tuvaran lands.
- Each realm of the Tuvaran lands expresses its own largely mutually intelligible dialect (note B, page 424). Dialect information is forthcoming on the Neshai and Pechalari.

PALÍTHANÈ NOTES

- Three native languages are spoken in Palithane: Palithaner, Emelan, and Trierzi. Trierzi here consists of five major dialects (*Galishen*, *Liguno-Athaman*, *Luinden*, *Palganin*, *Tamanian*), and a minority sixth one (*Yapenan*) spoken by the lower classes and unfree in Gavas and Skagia Shires. These Trierzi dialects are mutually intelligible to a great degree (see Triérzi Dialects table, page 422; and note O, page 425).
- Trierzi dialects vary by realm (roll d100 if needed):

REALM	TRIÉRZI DIALECT
Áthamas Shire	*Ligúno-Áthaman*
Batána Shire	*Lúinden*
Gavás Shire	*Ligúno-Áthaman* (01–20); *Ýapenan* (21–00)
Ligúno Shire	*Ligúno-Áthaman*
Luíndar Shire	*Ligúno-Áthaman* (01–50); *Lúinden* (51–00)
Nórimar Shire	*Palgánin*
Skagía Shire	*Lúinden* (01–25); *Ýapenan* (26–00)
Tàmanías March	*Tàmánian* (01–60); *Gálishèn* (61–00)
Luíndè Émhlè lands	*Ligúno-Áthaman* (01–65); *Lúinden* (66–00)

- The Luinde Emhle are one of the aligned tribal people of the Cult of the Covenant (page 343), here comprising the southern group that also reaches into the Trierzon region. Many Jerinalian Emhle reside in northern Palithane.

QUÂRPHOR NOTES

- Quârphic consists of four dialects (*eastern*, *northern*, *southern*, *western*), which are largely mutually intelligible with each other and with Hurisean (note M, page 425).

REKSÝNA REGION

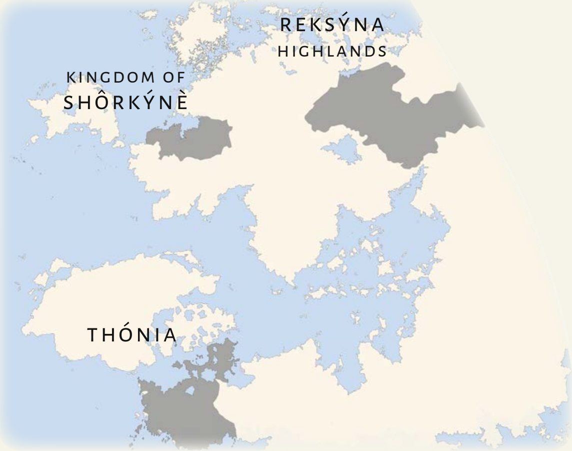
D100	REALM	SOCIETY	PANTHEON	LANGUAGES
	REKSÝNI CONFEDERATION			
01–18	Eastern lands	Tribal	Reksýni	Reksýni
19–53	Northern lands	Tribal	Reksýni	Reksýni
54–80	Southern lands	Tribal	Reksýni	Reksýni • Quârphic-*eastern*
81–90	Western lands	Tribal	Reksýni	Reksýni • Quârphic-*eastern*
91–00	Mengólan lands	Tribal	Mengólan	Mengólan

SHÔRKÝNÈ REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
	ÁLAGON DUCHY			
01–06	Bódoe County	Feudal	W. Venârian	Shôrka-*coastal* • Émhlèn
07–11	Méloda County	Feudal	W. Venârian	Shôrka-*coastal* • Émhlèn
12–15	Pélodia County	Feudal	W. Venârian	Shôrka-*coastal* • Émhlèn
16–19	Aneóla County	Feudal	W. Venârian	Shôrka-*coastal* • Quârphic-*west.*
20–22	Ávan County	Feudal	W. Venârian	Shôrka-*coastal* • Émhlèn
23–25	Dumâla County	Feudal	W. Venârian	Shôrka-*coastal*
	ÉNSEL DUCHY			
26–29	Hídel County	Feudal	W. Venârian	Shôrka-*eastern* • Émhlèn
30–32	Istebínia County	Feudal	W. Venârian	Shôrka-*eastern* • Émhlèn · Quârphic-*western*
33–38	Kitálin County	Feudal	W. Venârian	Shôrka-*eastern*
39–44	Nistónè County	Feudal	W. Venârian	Shôrka-*eastern* • Émhlèn · Quârphic-*western*
45–47	Falímæ County	Feudal	W. Venârian	Shôrka-*south.* • Émhlèn · Triérzi
	KOLÂRÈ DUCHY			
48–49	Chómu County	Feudal	W. Venârian	Shôrka-*coastal* • Quârphic-*west.*
50–54	Kolârè County	Feudal	W. Venârian	Shôrka-*coastal*
55–58	Loála County	Feudal	W. Venârian	Shôrka-*coastal*
59–61	Malpýnia County	Feudal	W. Venârian	Shôrka-*coastal*
62	Netéla County	Feudal	W. Venârian	Shôrka-*coastal*
63–65	Pilátha County	Feudal	W. Venârian	Shôrka • Eméla
66–70	Sâbinia County	Feudal	W. Venârian	Shôrka-*eastern* • Émhlèn
71–76	Sháplane County	Feudal	W. Venârian	Shôrka-*eastern* • Quârphic-*west.*
	THÂRIA DUCHY (ROYAL DOMAIN)			
77–78	Kémol County	Feudal	W. Venârian	Shôrka-*southern* • Émhlèn
79–81	Montível County	Feudal	W. Venârian	Shôrka-*southern* • Trierzi
82–87	Quáreld County	Feudal	W. Venârian	Shôrka-*southern* • Émhlèn
	VÁDONE DUCHY			
88–90	Elavóna County	Feudal	W. Venârian	Shôrka-*southern* • Émhlèn
91–98	Vádone County	Feudal	W. Venârian	Shôrka-*southern*
99–00	Shôrkýnì Émhlè lands	Tribal	Kuélrhyn	Émhlèn • Shôrka

THÓNIA REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
	THÓNIAN FOLK			
01–06	Inner lands	Tribal	Anzelôrian	Thónian-*inner*
07–19	Laker lands	Tribal	Anzelôrian	Thónian-*laker*
20–23	Mountain lands	Tribal	Anzelôrian	Thónian-*mountain*
24–28	Northern lands	Tribal	Anzelôrian	Thónian-*northern*
29–39	Southern lands	Tribal	Anzelôrian	Thónian-*southern*
40–42	Western lands	Tribal	Anzelôrian	Thónian-*western*
43–88	Ârlanto Kingdom	Feud-Imp	Azéri	Hérei • Elánasi
89–92	Elánasi lands (coastal)	Tribal	Elánasi	Elánasi
93–96	Elánasi lands (inland)	Tribal	Elánasi	Elánasi
97–00	Hérei lands	Tribal	Hérei	Hérei



REKSÝNA NOTES

- Five dialects of Reksyni exist throughout the confederation (one for the peoples of each of the wind-lords and one for the people of the lord of the sky); however, military cooperation expressed in fighting the Quarph has kept them mutually intelligible (M0). Reksyni also retains a distant (M4) relation to Ketari and Anil Ketari (note I, page 424).

SHÔRKÝNÈ NOTES

- The royal lands of the king of Shorkyne are limited to those from his role as the duke of Tharia (Kemol, Montivel, and Quareld Counties). The other dukes and counts are relatively independent, the most powerful of which are the dukes of Alagon and Ensel.
- The Shorka language is divided into three broad dialect groups—coastal, southern, and eastern. Coastal and eastern speakers share only M2, while southern speakers have M1 with both the other two (note N, page 425).
- The Shorkyni Emhle lands are home to the aligned tribal people of the Cult of the Covenant (page 343), spread here throughout the Jerinalian, Nadami, Lankori, and Tilame groups that also reach into surrounding regions.

THÓNIA NOTES

- Thonia's varied ecology of rainforest, savannah, swampy lakes, and soaring mountains have allowed the six dialects of Thonian to remain quite distinct, and, in some instances, nearly mutually unintelligible (note A, page 424).
- Natives of the Kingdom of Arlanto are expected to honour Kelenos above all others of the Azeri Pantheon.
- The Elanasi tribal folk are divided equally between a 'wet' coastal group and a 'dry' herding, inland one.

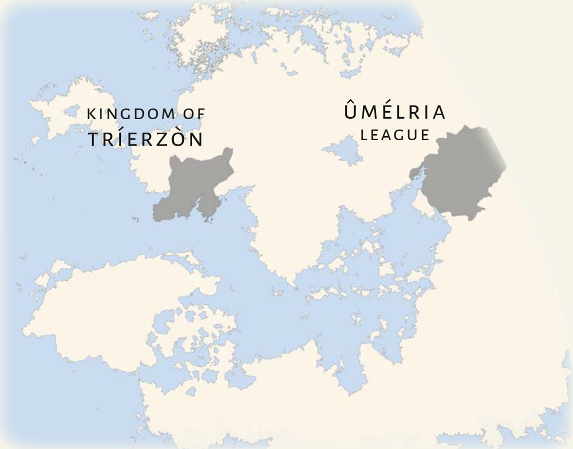
TRÍERZÒN REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–02	Ágelos County[D]	Feudal	W. Venârian	Triérzi-*Treágelan* • Émhlèn
03	Àmesúma County	Feudal	W. Venârian	Triérzi-*Jezálin*
04–07	Anfáldon County	Feudal	W. Venârian	Triérzi-*Mélsa-fáldon* • Émhlèn
08–11	Àreshómes County	Feudal	W. Venârian	Triérzi-*Areshýmen*
12–13	Báldemè County	Feudal	W. Venârian	Triérzi-*Shólin, -Central* • Émhlèn
14–15	Bodíma County	Feudal	W. Venârian	Triérzi-*Cherýkan*
16–17	Bomédus County	Feudal	W. Venârian	Triérzi-*E. Zánori, -Treágelan*
18–19	Chímas County	Feudal	W. Venârian	Triérzi-*Cherýkan*
20–22	Devái County	Feudal	W. Venârian	Triérzi-*Treágelan* • Émhlèn
23–24	Dòválin County	Feudal	W. Venârian	Triérzi-*Tengálin*, Nâs. Az.-*Terâzin*
25–26	Enála County	Feudal	W. Venârian	Triérzi-*W. Zánori*
27–28	Fâldin County[D]	Feudal	W. Venârian	Triérzi-*Central*
29	Faléo County	Feudal	W. Venârian	Nâsik Azéri-*Terâzin*
30–31	Gelâmo County	Feudal	W. Venârian	Triérzi-*Alonádi*
32	Hálmo County	Feudal	W. Venârian	Triérzi-*Iláso., -Cherý., -Aresh.*
33	Hedámes County	Feudal	W. Venârian	Triérzi-*Tamálan*
34–36	Iláska County	Feudal	W. Venârian	Triérzi-*Ilásomen, -Cherýkan*
37–40	Ílbra County	Feudal	W. Venârian	Triérzi-*Ílbro* • Émhlèn
41	Ilóna County	Feudal	W. Venârian	Triérzi-*Omégen*
42–43	Jaléda County	Feudal	W. Venârian	Triérzi-*Alonádi*
44	Janôra County	Feudal	W. Venârian	Triérzi-*Jezálin*
45–46	Kogámin County[D]	Feudal	W. Venârian	Triérzi-*E. Zánori*
47–49	Korún County	Feudal	W. Venârian	Triérzi-*Iláso., -W. Zán., -Aresh.*
50–51	Latíma County	Feudal	W. Venârian	Triérzi-*Alonádi, -W. Zánori*
52	Magália County	Feudal	W. Venârian	Nâsik Azéri-*Terâzin*
53–54	Málagos County	Feudal	W. Venârian	Triérzi-*Central*
55–56	Mánas County	Feudal	W. Venârian	Triérzi-*W. Zánori, -Ilásomen*
57–60	Mankónia County	Feudal	W. Venârian	Triérzi-*Central*
61–63	Melesúma County[D]	Feudal	W. Venârian	Triérzi-*Mélsa-fáldon, -Nadámin*
64–67	Nadámia County	Feudal	W. Venârian	Triérzi-*Nadamin* • Émhlèn
68	Omégen County	Feudal	W. Venârian	Triérzi-*Omégen*
69	Paláma County	Feudal	W. Venârian	Triérzi-*Tamálan* • Émhlèn
70–72	Peltáne County	Feudal	W. Venârian	Triérzi-*Central, -Treágelan*
73–74	Pêrna County	Feudal	W. Venârian	Triérzi-*Central*
75–76	Ríndi County	Feudal	W. Venârian	Triérzi-*Alonádi*
77–80	Sènedâlo County	Feudal	W. Venârian	Triérzi-*Sén., -Gál., -S. Stál.*• Émhl.
81–83	Stalfôrè County[D]	Feudal	W. Venârian	Triérzi-*S. Stálfi, -N. Stálfi* • Émhl.
84–85	Tamála County	Feudal	W. Venârian	Triérzi-*Tamálan, -Cherýkan*
86	Tashónès County	Feudal	W. Venârian	Triérzi-*Tashín*
87–88	Tengéla County	Feudal	W. Venârian	Triérzi-*Tengálin*
89–92	Trabánt County[D]	Feudal	W. Venârian	Triérzi-*Cherýkan*
93–94	Ubái County[D]	Feudal	W. Venârian	Triérzi-*Central*
95–96	Védin County	Feudal	W. Venârian	Triérzi-*Treágelan, -Alonádi*
97–99	Zhôren County[D]	Feudal	W. Venârian	Triérzi-*E. Zánori, -Tengálin*
00·1–5	Tríerzi Émhlè lands	Tribal	Kuélrhyn	Émhlèn
00·6–0	Târkáin Principality	Feudal	W. Venârian	Ivínian-*Târkáiner*

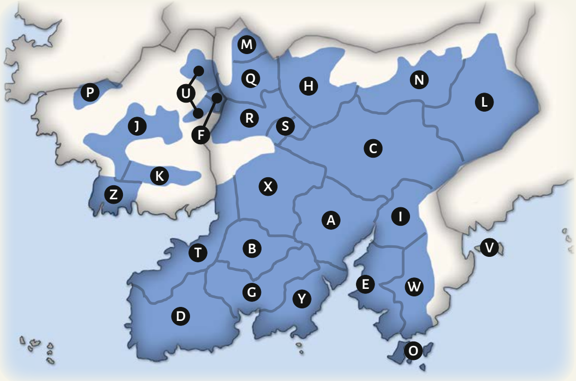
[D] *Duchy of same name (see sidebar notes).*

ÛMÉLRIA REGION

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–04	Baráth Province	City-State	Azéri	Karéjian
05	Erkýnè Province	City-State	Azéri	Ûrméch • Reksýni
06–25	Fêgon Province	City-State	Azéri	Ûrméch
26–43	Gêlon Province	City-State	Azéri	Ûrméch
44–50	Genôro Province	City-State	Azéri	Karéjian
51–65	Lekûria Province	City-State	Azéri	Karéjian • Ûrméch
66–78	Pârthias Province	City-State	Azéri	Ûrméch • Karéjian
79–97	Rýdaz Province	City-State	Azéri	Ûrméch • Karéjian
98–00	Uméni lands	Tribal	Uméni	Uméni



TRÍERZI DIALECTS



Alonádi	A	*Ílbro*	H	*Omégan*	O	*Tashín*	V
Areshýmen	B	*Jezálin*	I	*Palgánin*	P	*Tengálin*	W
Central	C	*Ligúno-Átham.*	J	*S. Stálfi*	Q	*Treágelan*	X
Cherýkan	D	*Lúinden*	K	*Sénedâr*	R	*W. Zánori*	Y
E. Zánori	E	*Mélsa-fáldon*	L	*Shólin*	S	*Ýapenan**	Z
Gálishèn	F	*N. Stalfi*	M	*Tamálan*	T	**see Palíthanè Notes (page 420)*	
Ilásomen	G	*Nadámin*	N	*Tàmánian*	U		

TRÍERZÒN NOTES

- The dialects of Trierzon are more differentiated and numerous than languages in other regions. The above TRÍERZI DIALECT map accompanies the Mutual Intelligibility rules (page 424, and specifically note O on page 425).
- If a realm includes more than one Trierzi dialect, the first listed is usually the most prominent. For instance, Senedalo County consists of *Senedar*, *Galishen*, and *South Stalfi* dialects.
- Trierzon includes eight duchies that are named after their eponymous counties. Each duchy includes subinfeudation of the following counties (in parentheses): Agelos (Jaleda), Faldin (Baldeme), Kogamin (Magalia), Melesuma (Amesuma, Bomedus), Stalfore (Enala, Ilbra), Trabant (Chimas, Vedin), and the royal domain of Ubai and Mankonia (Janora, Korun, Latima, Omegen, Palama, Perna, Tashones).
- The Trierzi Emhle are the largest portion of the Nadami group of the tribal Cult of the Covenant (page 343).
- Ivínian-*Târkáiner* is a dialect of Ivinian (note K, page 425).

ÛMÉLRIA NOTES

- Urmech dialect information is forthcoming.

ELDER FOLK REGIONS

ÆLRHIN

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–45	Eváel Kingdom	Sináin	(Siém)	Sináin • Járin · Hârnic · Eméla
46–00	Hwæthârwyn lands	Sináin	(Siém)	Sináin • Áltic · Ivínian · Reksýni

KÚZHAI

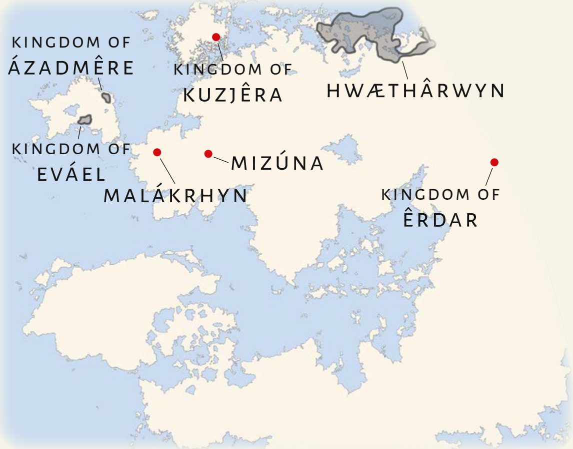
D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–30	Ázadmêre Kingdom	Kúzhan	(Seréniel)	Kúzhan • Járin · Hârnic
31–80	Êrdar Kingdom	Kúzhan	(Seréniel)	Kúzhan • Nâblúgi · Uméni
	KUZJÊRA KINGDOM			
81–87	Hârhakeim city	Kúzhan	(Seréniel)	Kúzhan • Yaríli · Ivínian
88–00	Kóndasgel city	Kúzhan	(Seréniel)	Kúzhan • Yaríli · Ivínian

MALÁKTA

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–00	Malákrhyn fort	Malák	—	Malánuk • Eméla

NÂDI

D100	REALM	SOCIETY	PANTHEON	LANGUAGES
01–00	Mizúna site	Mizúni	—	Mizúni • Eméla · Shôrka · Triérzi



OTHER ELDER FOLK

Venarive is home to several other Elder Folk not presented here. Most notably, the *Centaurin* horse-folk have nomadic tribes stretching from Reksyni in the east to Ivinia and Lankor in the west. The secretive *Nablugi* live in secluded valleys in the border lands between Emelrene, Palithane and Trierzi; another group dwells in Umelria, near the Kuzhan city of Erdar.

MALÁK
CLASS & OCCUPATION

The Malakta are one of the Yashainrhin ('Peoples of Yashain'), but not much is known of their society on that home planet. The hundred or so on Kethira present as soft-spoken warrior-folk, offering themselves solely as mercenaries. They likely travelled here through a Godstone, perhaps one located within their stone fastness at Malakrhyn in the Jerinalian Mountains.

CLASS

D100	D20	CLASS
01–00	1–20	Military

OCCUPATION

D100	MILITARY	URBAN
01–90	Mercenary	0
91–00	Swordmaster	0

All Malak and Mizuni occupations have a **Rural (Wilderness)** Background.

MIZÚNI
CLASS & OCCUPATION

The nearly 7,000 Nadi of Mizuna have a unique society similar to a settled, herding tribal people, but theirs expresses more advanced crafts and mining skills. They have no priests and do not seem to practice even a personal religion. However, they study all forms of esoterica—some of the talented few have been known to join the arcane chantries in neighbouring human lands.

CLASS

D100	D20	CLASS
01–90	1–16	Free
91–99	17–19	Crafter
00	20	Noble

OCCUPATION

D100	FREE	URBAN
01–55	Herder	0
56	Invoker	0
57–65	Man-at-arms	0
66–70	Shaman	0
71–00	Hunter	0

D100	CRAFTER	URBAN
01	Alchemist	0
02	Apothecary	0
03	Astrologer	0
04–20	Clothier	0
21–22	Glassworker	0
23	Harper	0
24–28	Hideworker	0
29–30	Jeweller	0
31–32	Lexigrapher	0
33	Locksmith	0
34–43	Mason	0
44–48	Mercantyler	0
49–63	Metalsmith	0
64–73	Miner	0
74	Physician	0
75–81	Potter	0
82–83	Salter	0
84	Shèk-Pvâr	0 ❶
85	Tentmaker	0
86	Thespian	0
87–88	Timberwright	0
89–90	Weaponcrafter	0
91–00	Woodcrafter	0

D100	NOBLE	URBAN
01–00	Chieftain	0

❶ *Roll d6 for Primary convocation (page 195).*

APPENDIX II: LANGUAGES

The Venârivè: Languages map on page 426 shows where each language predominates. Its colour-coding corresponds to the tables in the sidebars of pages 424–425, which list the modern languages and scripts of each family. Refer to these tables to determine whether a character receives the Foreign Language boost (page 48 sidebar).

MUTUAL INTELLIGIBILITY

As explained in the Language skill entry (page 77), the maximum complexity of a conversation is defined by the lesser speaker's Index in the shared tongue: 0–2 (*limited*), 3–5 (*basic*), 6–7 (*advanced*), 8+ (*profound*). Conversation between those of widely divergent dialects—and even closely related, but different, languages—can also allow for some level of *mutual intelligibility*.

Languages allowing for such understanding are noted by a superscript letter next to their names in the sidebar Family tables. Each is assigned a rating between M1 and M4 in the corresponding lettered keys below and on the next page. For establishing a conversation's complexity, the Language Index of both speakers is simply reduced by this M rating (sometimes this can be asymmetrical). If either party's Language Index is reduced to less than 0, then no understanding is possible. Characters may also make an actual test in the related language by reducing the *Mastery Level* (ML) in their own language by an amount equal to the M-rating ×10.

M	MUTUAL INTELLIGIBILITY DESCRIPTION
0	**CLOSE DIALECTS:** many language dialects have no M rating with each other. Problems from differing accents or lexicon do not regularly arise enough to affect mutual understanding. Assume this as the default for most dialects of a language unless otherwise noted.
1–2	**DISTANT DIALECTS:** some dialects are so distinct, usually the result of disparate geography, that the two respective speakers face an M1 or M2 reduction to effective Language Index.
3–4	**SIMILAR LANGUAGES:** some dialects are so distinct as to appear more as similar languages, allowing respective speakers to achieve only very limited mutual comprehension.

🅐 Thonian consists of six dialects of varying degrees of mutual intelligibility (*inner*, *laker*, *mountain*, *northern*, *southern*, and *western*).

	INN	LAK	MOU	NOR	SOU	WES*
INN	—	M2	M1	M2	M3	M2
LAK	M2	—	M1	M1	M3	M2
MOU	M1	M1	—	M1	M3	M2
NOR	M2	M1	M1	—	M3	M1
SOU	M3	M3	M3	M3	M0–2†	M3
WES*	M4	M4	M4	M3	M4	—

*****Western Thonian has developed into an M4 creole with the Falani of coastal colonisers (although Falani speakers are themselves M2 to understand Western Thonian).*

†*Southern Thonian has M0 to M2 intelligibility with variations of itself, according to the distance isolated tribal groups are from each other.*

🅑 The three Tuvaran dialects (*eastern*, *southern*, *western*) are largely mutually intelligible (M2).

🅒 Nasik Azeri (low Azeryani) has four core dialects (*eastern*, *island*, *prime*, and *southern*). All have M2 intelligibility with each other (and occasionally even M1 internally).

Eight 'new' dialects of Nasik Azeri (*central*, *northern*, *western*, *Terazin*, *Lankori*, *Kolvisar*, *Dalazeri*, *Gorik*) are M1 with each other and *prime*, but M2 with the other three core dialects. A ninth 'new' one, *Byrian*, is M2 with all other Nasik Azeryani dialects.

Zakimladal (high Azeryani) is spoken by the imperial nobility and bureaucrats throughout the Azeryan Region. Its complexity and style make it M3 with Nasik Azeri dialects; its prestige has kept divergent dialects of its own from significantly developing.

🅓 Karejian dialectology is very complex. Until it is completely surveyed, a simple rule is that each city-state has its own dialect, M1 with every other one. All are M4 with Elbythian.

🅔 Altic (*eastern* and *western*) are M2 with each other; *western* Altic is M4 with Yarla.

🅕 Emelan is M1 with the tribal Emhlen, as are the Emhlen dialects of the five Emhle subtribes with each other.

🅖 The Jarin spoken in Orbaal, Azadmere, and Evael have M3 with each other (because of their long isolation) and M4 with the Jarin tribal dialects. Separate Jarin tribal dialects have M3 with each other.

🅗 Yarili and Yarla are M3 with each other; Yarla is M4 with Altic-*western*.

🅘 Anil Ketari and Ketari are M3 with each other and both M4 with Reksyni.

🅙 Hacherian is a diverging dialect of Besha; they have M2 intelligibility.

ANZÉLAN

LANGUAGE	SCRIPT
Búqdin	Ayâran
Chogôri	Tankóno
Elánasi	Ayâran
Hérei	Ayâran
Neshái	Ánneri
Pèchalâri	Nerámic
Thónian[A]	Ánneri
Tuvâran[B]	Ayâran · Nerámic

AZÉRI

LANGUAGE	SCRIPT
Býrian[C]	Ayâran · Nerámic
Elbýthian[D]	Ayâran · Lakíse
Karéjian[D]	Ayâran · Lakíse
Nâsik Azéri[C]	Ayâran · Lakíse
Ûrméch	Ayâran
Zâkimladal[C]	Ayâran

JÁRIND

LANGUAGE	SCRIPT
Áltic[E]	Runic
Emélan[F]	Lakíse
Émhlèn[F]	Lakíse
Hârnic*[L]	Lakíse · Runic
Járin[G]	Lakíse · Runic
Uménit†	—
Yaríli/Yârla[H]	Khrúni

*****Hârnic is a Pharic language, but also shares the same-family Foreign Language Boost with Jarind languages (except Umeni).*

†*The isolated Umeni language does not share the same-family Foreign Language Boost with any other Jarind language (or Hârnic).*

KETÂRIC

LANGUAGE	SCRIPT
Anil Ketâri[I]	Shénya
Bésha[J]	Nerámic
Dálken	Nerámic
Hácherian[J]	Nerámic
Ketâri[I]	Shénya
Namârdi	Tankóno · Nerámic
Reksýni[I]	Shénya

MAFÁNI FAMILY

LANGUAGE	SCRIPT
Mafáni	Tankóno
Shénti	Tankóno

🅚 Ivinian dialects have multiplied rapidly as the consequence of far-reaching trade and conquests throughout Venarive (*Cheler, Harbaaler, Ivinian, Kantal, Orbaaler, Palithaner*):

	CHE	HAR	IVI	KAN*	ORB†	PAL‡
CHE	—	M1	M2	M2	M2	M2
HAR	M1	—	M2	M2	M2	M2
IVI	M2	M2	—	M2	M1	M2
KAN*	M4	M4	M4	—	M2	M4
ORB†	M3	M3	M2	M3	—	M4
PAL‡	M3	M4	M3	M3	M4	—

**Speakers of the trade pidgin Kantal have a lower intelligibility of other Ivinian dialects (usually M4) than vice versa (M2–M3). See also sidebar note (below right).*

†Orbaaler is a pidgin spawned by Kantal, heavily influenced by Jarin, and is becoming creolised (spoken from birth). Jarin speakers have M2 with Orbaaler speakers, but Orbaaler speakers have M4 with Jarin.

‡Use Palithaner for Tarkainer's relationships; the two have M1 intelligibility with each other.

🅛 Hârnic dialects spoken in each 'civilised' realm are M1 with the others, and M3 with tribal Hârnic dialects (but the Pagaelin tribe speak the Hârnic of feudal Chybisa). Hârnic tribal dialects are M2 with each other.

🅜 Quarphic consists of three contiguous dialects (*western*, *northern*, and *southern*) and a disparate one in the middle of Reksyni (*eastern*). These also share varying levels of understanding with Hurisean.

	HUR	WES	NOR	SOU	EAS
HUR	—	M1	M2	M2	M3
WES	M1	—	M1	M1	M2
NOR	M2	M1	—	M1	M1
SOU	M2	M1	M1	—	M1
EAS	M3	M2	M1	M1	—

🅝 The ten dialects found on the *Venârivè Map* publication are described here as three groups (Mo internally): coastal (*Melodan, Pelodan, Loalan, Kolaren*), southern (*Qualren, Fedin*), and eastern (*Sabes, Pelodan, Enseler, Nistalen, Jandi*).

🅞 The Trierzi Dialect table (page 422) shows 26 dialects. Those whose zones are directly adjacent to each other have M0 intelligibility; for each additional zone away, increase this by M1, up to a maximum M3.

For this purpose, zone J is adjacent to U, but not to P (M1). Zone V is not adjacent to I and W (M1), nor is zone O with E and W (M1).

SCHOLARLY LANGUAGES

Below is a partial list of old languages and scripts that Venarian scholars employ to read historical texts. Included is the approximate period of use and the salient historical importance (see sidebar table on page 405 for the spans of the various eras). Modern Emelan (in Lakise script) and Zakimladal (in Ayaran script) are the *current* primary languages of international scholarship.

FAMILY	LANGUAGE	SCRIPT	YEARS	IMPORTANCE
Ælrhin	Sináin	Selénian	BT 3000–BT 680	Common in human scholarly, Pvâric, and diplomatic circles especially during the Codominium on Hârn.
Azéri	Zâkimladal	Zérin	BT 300–present	Classical language of literature and administration; still the language of diplomacy and scholarship today.
Járind	Classical Emélan	Lakíse	BT 670–BT 1	The language aspired to in today's tribal Émhlèn dialects (M1); remains even similar to modern Emélan (M2).
Járind	Bay Járin	Runic	BT 1300–BT 400	Spoken by Ilvîrans who built the temple of Ormánoam; still a scholarly tongue of many Ilvîrans; M3 with modern Járin.
Járind	Zónawè	Tiánta Nùvesârl	BT 2800–BT 1400 BT 1600–BT 1300	Language of what is now Trierzon and parts of Palithane; written first in Tiánta and then in Nùvesârl.
Ketâric	Târgan	Nerámic	BT 277–TR 7	The language of the Târgan Empire in what is now Dalkésh; overthrown by its own enslaved people.
Phâric	Old Hârnic	Runic	BT 680–TR 1	Several Phâric tongues during the Great Abdication; M0 to M4 with each other.
Phâric	Sôrki	Runic	BT 550–BT 400	Spoken during Classical era; still intelligible with modern Shôrka (M2), Tríerzi (M3), and Quârphic (M4).

NÚMEC

LANGUAGE	SCRIPT
Dálani*	—
Faláni	Hekôri
Kôrlic	Hekôri · Runic · Ayâran
Númer	Hekôri

**Dalani is a Jarin language, but gets the same-family Foreign Language Boost with Numec.*

PHÂRIC

LANGUAGE	SCRIPT
Chéler[K]	Runic · Lakíse
Hârbáaler[K]	Runic · Lakíse
Hârnic[L]	Lakíse · Runic
Hurisean[M]	Runic
Ivínian[K]	Runic
Kántâl[K]	Runic · Lakíse
Orbáaler[K]	Runic · Lakíse
Pálithàner[K]	Lakíse · Runic
Quârphic[M]	Runic
Shôrka[N]	Lakíse
Târkáiner[K]	Runic · Lakíse
Tríerzi[O]	Lakíse

RESHÉNIC

LANGUAGE	SCRIPT
Mengólan	Períka

ADDITIONAL LANGUAGE NOTES

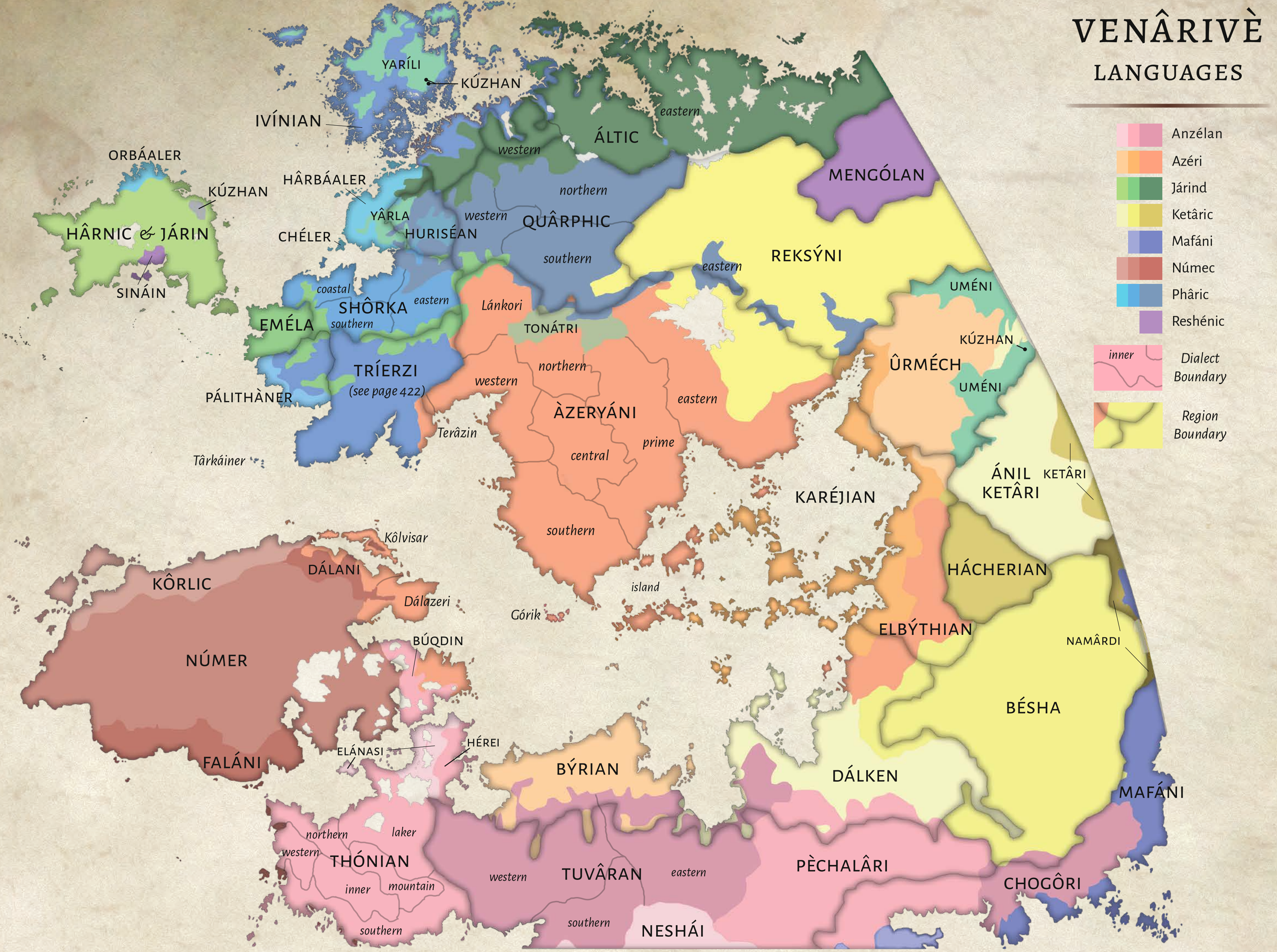
Elder Scripts: Ælrhin write *Sinain* in Selenian; the Kuzhai employ Khruni to write *Kuzhan*. It is not known whether Malakta and Nadi have unique scripts.

Kantal: 'Trade Ivinian' is a pidgin spoken by seamen and shippers throughout northwestern Venarive. Its simplicity grants all learners a +1 SM boost, in addition to the same-family foreign language boost (page 48 sidebar).

Temple Tongues: the secret language of the Morgathian church is *Ormauk*, written in an archaic script called Nuvesarl. The Agrikan church has a secret temple tongue known as *Surikal*. The Ilviran church has a special language called *Ivashi* employed by its priests, apparently enabling them to communicate with Ivashu.

Tonátri: the Tonatri of the Azeryan Region claim to pre-date the speakers of Jarind, Pharic, and Azeri languages; their language does seem unrelated to these nearby groups and so does not appear on any Family tables.

VENÂRIVÈ
LANGUAGES


Anzélan
Azéri
Jârind
Ketâric
Mafáni
Númec
Phâric
Reshénic
inner
Dialect Boundary
Region Boundary
YARÍLI
KÚZHAN
IVÍNIAN
ORBÁALER
KÚZHAN
HÂRBÁALER
YÂRLA
HURISÉAN
HÂRNIC & JÁRIN
CHÉLER
SINÁIN
western
eastern
ÁLTIC
northern
western
QUÂRPHIC
southern
MENGÓLAN
REKSÝNI
eastern
coastal
SHÔRKA
eastern
southern
EMÉLA
Lánkori
TONÁTRI
UMÉNI
KÚZHAN
ÛRMÉCH
UMÉNI
TRÍERZI
(see page 422)
PÁLITHÀNER
northern
western
ÀZERYÁNI
eastern
Terâzin
prime
central
Târkáiner
ÁNIL KETÂRI
KETÂRI
KARÉJIAN
southern
Kôlvisar
HÁCHERIAN
DÁLANI
KÔRLIC
Dálazeri
island
Górik
ELBÝTHIAN
NAMÂRDI
BÚQDIN
NÚMER
BÉSHA
HÉREI
ELÁNASI
FALÁNI
BÝRIAN
DÁLKEN
MAFÁNI
northern
laker
western
THÓNIAN
inner
mountain
southern
western
TUVÂRAN
eastern
PÈCHALÂRI
CHOGÔRI
southern
NESHÁI

APPENDIX III: CHARACTER DETAIL

Expanding on the information in the Character chapter, players may give further detail to their PC's *appearance*, *handedness*, and *background story*. Roll on the following tables to determine these characteristics or simply select results within the given parameters.

APPEARANCE

Character appearance not only includes the Comeliness attribute but also complexion, hair colour, eye colour, and build (physical stature).

Complexion

Native human and Ænarin skin pigmentation varies according to the character's home region, generally a reflection of its high, mid, low, or equatorial *latitude*. Exceptions can arise due to recent immigration.

REGION	LATITUDE
Áltôr	HIGH
Ázeryàn	MID
Býria	MID
Chogôro & Mafán	EQUA
Dalkésh	LOW
Emélrenè	MID
Hácherdad	LOW
Hârbáal	HIGH
Hârn	MID
Hèpekéria	LOW
Huriséa	MID

REGION	LATITUDE
Ivínia	HIGH
Karéjia	LOW
Ketârh · Béshakan	LOW
Northern Anzeloria	EQUA
Palíthanè	MID
Quârphor	MID
Reksýni	MID
Shôrkýnè	MID
Thónia	EQUA
Tríerzòn	MID
Ûmélria	MID

Roll d100 according to home region latitude to generate the character's complexion trait (complexions also lighten slightly with age). Ælrhin and Malak, and Kuzhai, roll on their own columns for all home regions; Nadi have no 'complexion'—only fur (see below).

	HUMAN · ÆNARIN				MALÁKTA	
COMPLEXION	HIGH	MID	LOW	EQUA	ÆLRHIN	KÚZHAI
Very Light	01–06	01	01	·	·	01–73
Light	07–94	02–27	02–03	·	01–97	74–90
Medium	95–99	28–73	04–17	01–06	98–99	91–99
Dark	00	74–00	18–99	07–62	00	00
Very Dark	·	·	00	63–00	·	·

Hair Colour

Roll d100 according to the *complexion* trait to generate the natural hair colour of a Young human or Ænarin. Ælrhin and Nadi, and Kuzhai, have their own, respective columns. Hair greys with age, more so and sooner in those of lighter complexions.

Very Light complexions roll on the Light column.

	HUMAN · ÆNARIN				NÂDI	
HAIR COLOUR	LIGHT	MED	DARK	V. DARK	ÆLRHIN	KÚZHAI
Black	01–05	01–15	01–45	01–65	01–25	01–05
Brown	06–40	16–55	46–85	66–95	26–48	06–45
Red	41–45	56–58	86	·	·	46–55
Auburn	46–55	59–65	87–90	96	49–50	56–70
Dark Blonde	56–70	66–80	91–93	97	51–65	71–75
Blonde	71–95	81–95	94–95	98	66–90	76–80
White · Silver	96–00	96–00	96–00	99–00	91–00	81–00

Eye Colour

Roll d100 according to the *complexion* trait to generate human, Ænarin, or Kuzhai eye colour. Ælrhin and Nadi have their own column. Malakta roll on the Dark column.

Very Light complexions roll on the Light column.
Very Dark complexions roll on the Dark column.

	HUMAN · ÆNARIN · KÚZHAI			NÂDI
EYE COLOUR	LIGHT	MED	DARK	ÆLRHIN
Brown	01–05	01–45	01–80	01–08
Hazel	06–10	46–55	81–90	09–15
Blue	11–50	56–75	91–95	16–35
Grey	51–85	76–95	96–98	36–85
Green	86–99	96–99	99	86–90
Violet	00	00	00	91–00

Build

People with a larger stature are generally stronger. The Ælrhin and Kuzhai defy this rule compared to humans but express it similarly relative to themselves. To determine a character's precise height and weight, refer to the Character Build table (page 428) and follow these four steps:

[1] Find the character's Strength (STR) score in the left-side subtable. This is STR *before* the Folk modifier is applied (page 38).

[2] Roll a d100 in the section corresponding to the character's STR and compare it to the appropriate Folk column.
  - Ænarin and Malakta use the Human column.
  - Nadi use the Ælrhin column but add an additional 10 pounds.

[3] The character's height in inches is the first resulting number.

[4] The character's weight in pounds is the second resulting number; then add an additional 3d6 pounds.

Build Traits: refer to the right-side subtable. The character's height in inches in the first column gives the corresponding *Height Trait* in the second column. Locate the weight in the ranges of the height's row; the corresponding column header gives the *Weight Trait*.

Note the character's build traits—descriptors like these are often used in-world by the characters themselves. Someone's height could be described as *small*, *short*, *average*, *tall*, or *great*; their frame as *scant*, *light*, *medium*, *heavy*, or *massive*.

HANDEDNESS

Designate the character's *prime hand* and *off-hand*. Alternatively, determine this by rolling on the following table, which includes the chance for being ambidextrous, where both the left and right are considered prime hands (and there is no off-hand penalty).

PRIME HAND	ÆNARIN HUMAN	MALÁK	NÂDI	KÚZHAI ÆLRHIN
Right	01–85	01–35	01–80	01–75
Left	86–95	36–70	81–90	76–85
Ambidextrous	96–00	71–00	91–00	86–00

CHARACTER BUILD

BASE HEIGHT & WEIGHT

STR	D100	HUMAN	ÆLRHIN	KÚZHAI
5	01–15	56 · 82	53 · 70	42 · 61
	16–35	57 · 84	54 · 73	43 · 63
	36–55	58 · 86	55 · 75	44 · 65
	56–75	59 · 88	56 · 77	45 · 67
	76–90	60 · 90	57 · 79	46 · 69
	91–00	61 · 92	58 · 81	47 · 71
6	01–15	58 · 91	55 · 79	44 · 69
	16–35	59 · 93	56 · 82	45 · 71
	36–55	60 · 95	57 · 84	46 · 73
	56–75	61 · 97	58 · 86	47 · 75
	76–90	62 · 99	59 · 88	48 · 77
	91–00	63 · 101	60 · 90	49 · 79
7	01–15	60 · 100	57 · 87	46 · 77
	16–35	61 · 102	58 · 89	47 · 78
	36–55	62 · 104	59 · 90	48 · 80
	56–75	63 · 107	60 · 92	49 · 82
	76–90	64 · 109	61 · 94	50 · 84
	91–00	65 · 111	62 · 96	51 · 86
8	01–15	62 · 111	59 · 97	48 · 85
	16–35	63 · 114	60 · 99	49 · 87
	36–55	64 · 117	61 · 101	50 · 89
	56–75	65 · 120	62 · 104	51 · 91
	76–90	66 · 123	63 · 107	52 · 93
	91–00	67 · 126	64 · 109	53 · 95
9	01–15	64 · 122	61 · 106	50 · 92
	16–35	65 · 125	62 · 109	51 · 94
	36–55	66 · 128	63 · 112	52 · 96
	56–75	67 · 131	64 · 115	53 · 98
	76–90	68 · 134	65 · 118	54 · 100
	91–00	69 · 137	66 · 121	55 · 103
10	01–15	66 · 132	63 · 116	52 · 98
	16–35	67 · 135	64 · 119	53 · 100
	36–55	68 · 138	65 · 122	54 · 102
	56–75	69 · 141	66 · 125	55 · 105
	76–90	70 · 144	67 · 128	56 · 108
	91–00	71 · 147	68 · 131	57 · 111
11	01–15	67 · 138	64 · 122	53 · 103
	16–35	68 · 142	65 · 125	54 · 105
	36–55	69 · 146	66 · 128	55 · 108
	56–75	70 · 150	67 · 131	56 · 111
	76–90	71 · 154	68 · 135	57 · 114
	91–00	72 · 158	69 · 139	58 · 117
12	01–15	68 · 146	65 · 129	54 · 108
	16–35	69 · 150	66 · 132	55 · 111
	36–55	70 · 154	67 · 135	56 · 114
	56–75	71 · 158	68 · 139	57 · 117
	76–90	72 · 162	69 · 143	58 · 120
	91–00	73 · 166	70 · 147	59 · 123
13	01–15	69 · 154	66 · 136	55 · 114
	16–35	70 · 158	67 · 139	56 · 117
	36–55	71 · 162	68 · 143	57 · 120
	56–75	72 · 166	69 · 147	58 · 123
	76–90	73 · 170	70 · 151	59 · 126
	91–00	74 · 174	71 · 154	60 · 129
14	01–15	70 · 162	67 · 143	56 · 120
	16–35	71 · 166	68 · 147	57 · 123
	36–55	72 · 170	69 · 151	58 · 126
	56–75	73 · 174	70 · 155	59 · 129
	76–90	74 · 178	71 · 158	60 · 132
	91–00	75 · 182	72 · 161	61 · 135
15	01–15	71 · 172	68 · 152	57 · 126
	16–35	72 · 175	69 · 156	58 · 129
	36–55	73 · 179	70 · 160	59 · 132
	56–75	74 · 183	71 · 163	60 · 135
	76–90	75 · 187	72 · 167	61 · 138
	91–00	76 · 191	73 · 171	62 · 141
16	01–15	72 · 180	69 · 161	58 · 132
	16–35	73 · 184	70 · 165	59 · 135
	36–55	74 · 188	71 · 168	60 · 138
	56–75	75 · 192	72 · 172	61 · 141
	76–90	76 · 196	73 · 176	62 · 144
	91–00	77 · 200	74 · 180	63 · 147
17	01–15	73 · 190	70 · 171	59 · 139
	16–35	74 · 195	71 · 174	60 · 142
	36–55	75 · 200	72 · 178	61 · 145
	56–75	76 · 205	73 · 182	62 · 148
	76–90	77 · 210	74 · 186	63 · 151
	91–00	78 · 215	75 · 190	64 · 154
18	01–15	74 · 201	71 · 180	60 · 146
	16–35	75 · 206	72 · 184	61 · 149
	36–55	76 · 211	73 · 188	62 · 152
	56–75	77 · 216	74 · 192	63 · 155
	76–90	78 · 221	75 · 196	64 · 158
	91–00	79 · 226	76 · 200	65 · 161

FRAME

			SCANT	LIGHT	MEDIUM	HEAVY	MASSIVE
HEIGHT	SMALL	44	≤ 70	71–79	80–87	88–95	96+
		45	≤ 72	73–81	82–89	90–98	99+
		46	≤ 74	75–82	83–92	93–101	102+
		47	≤ 75	76–84	85–94	95–103	104+
		48	≤ 77	78–86	87–96	97–105	106+
		49	≤ 79	80–88	89–98	99–107	108+
		50	≤ 81	82–90	91–100	101–110	111+
		51	≤ 83	84–92	93–102	103–112	113+
		52	≤ 85	86–95	96–105	106–115	116+
		53	≤ 87	88–98	99–108	109–118	119+
		54	≤ 90	91–100	101–111	112–122	123+
		55	≤ 92	93–103	104–115	116–126	127+
		56	≤ 95	96–106	107–118	119–129	130+
		57	≤ 98	99–109	110–121	122–133	134+
		58	≤ 100	101–112	113–124	125–136	137+
		59	≤ 103	104–115	116–127	128–139	140+
		60	≤ 105	106–117	118–130	131–142	143+
		61	≤ 108	109–120	121–133	134–146	147+
		62	≤ 110	111–123	124–136	137–149	150+
	SHORT	63	≤ 113	114–127	128–140	125–153	154+
		64	≤ 116	117–130	131–144	145–157	158+
		65	≤ 120	121–134	135–148	149–162	163+
		66	≤ 123	124–138	139–152	153–167	168+
	AVERAGE	67	≤ 126	127–141	142–156	157–171	172+
		68	≤ 130	131–145	146–160	161–176	177+
		69	≤ 133	134–149	150–164	165–180	181+
		70	≤ 136	137–152	153–168	169–184	185+
	TALL	71	≤ 140	141–157	158–173	174–190	191+
		72	≤ 144	145–161	162–178	179–195	196+
		73	≤ 149	150–166	167–184	185–200	201+
		74	≤ 153	154–171	172–189	190–207	208+
	GREAT	75	≤ 157	158–176	177–194	195–213	214+
		76	≤ 161	162–181	182–200	201–219	220+
		77	≤ 166	167–186	187–205	206–225	226+
		78	≤ 170	171–190	191–210	211–230	231+
		79	≤ 175	176–195	196–215	216–236	237+
		80	≤ 180	181–200	201–220	221–241	242+
		81	≤ 184	185–204	205–226	227–247	248+
		82	≤ 188	189–209	210–231	232–253	254+
		83	≤ 191	192–214	215–237	238–259	260+
		84	≤ 196	197–219	220–242	243–265	266+
		85	≤ 200	201–223	224–247	248–271	272+

Strength (STR) is largely *defined* by a character's weight. The STR score is generated first in Chapter Two, and then the above table is referenced to determine a precise weight within a range that realistically *reflects* the given score. Thus, humans who are 70" tall and weigh 165 lb generally have STR between 11 and 14; their stature is usually too large to be weaker and too small to be stronger.

For brevity, each STR score in the table has only six rows of variable heights. It is conceivable that sections could be expanded by additional rows to capture more outliers. As it is, however, to model a greater variety, first determine weight with the usual 3d6 roll (or by selecting a precise result using the same range). Then, to get an even *lighter frame*, reduce enough weight for the given height to generate the desired frame. Every 8 lb reduced in this way also lowers STR by 1.

***Example**: a player rolls a character with STR10, envisioned as having a tall, gaunt stature. The tallest result for STR10 in the table is 71" with a base 147 lb weight. Even selecting a 3 (without actually rolling 3d6) leaves the Tall character with a Light frame (150 lb in the above right table). The player reduces this by 16 lb to 134 lb (Scant/'gaunt'), and the STR to 8.*

More weight can be added, too, but this does not increase STR. A character with STR14 could be 70" tall and weigh 180 lb (*heavy* frame). Increasing the weight by 10 or 20 lb gives a *massive* frame but does not change STR—the character is simply corpulent.

BACKGROUND STORY

Players may generate their character's family sibling rank, personal and occupational relationships, and previous travel experiences.

Siblings

On the left-hand table below, roll the given dice array according to the character's Society. The result is the number of children their parents had. A result of one means the character is an only child.

SOCIETY	SIB.
Feudal · Imperial	6d2–5
Tribal (nomadic)	6d2–5
Tribal (settled)	8d2–7
Tributary	7d2–6
Kúzhan	3d2–2
Sináin	3d2–2

SIBLING	YOUNG	MATURE	OLD
Living	1–8	1–6	1–4
Deceased	9–0	7–0	5–0

Sibling Rank: roll a die with a size equal to the number of children generated; the result is the character's sibling rank.

Sibling Gender & Status: for each sibling, roll a d10 on the right-hand table according to the character's Age Group. The result could also determine the sibling's gender (*odd* roll means male; *even* roll means female) and whether the sibling is living or deceased.

Relationship

Roll a d10 to determine whether the character has an intimate personal relationship. Apply the applicable age modifier.

Age Group: Young −2; Old +2

D10	RELATIONSHIP
≤ 1	None
2–3	Unmarried partner
4	Spouse

D10	RELATIONSHIP
5–8	Spouse with children
9–11	Widowed with children
12	Widowed

Ally or Rival

Roll d10 to see if the character has an occupational *ally* or *rival*. If so, roll d10 in the second table to determine their general nature.

D10	RELATIONSHIPS
1	Two rivals
2–3	One rival
4–7	None
8–9	One ally
10	Two allies · One rival

D10	ALLY OR RIVAL
1	Relative in other occupation
2–3	Person in other occupation
4–7	Professional colleague
8–9	Professional superior
10	Noble or Imperial bureaucrat

Occupation Status

To generate occupational status, characters make a **Success Value** test in their occupation's primary skill. If this primacy is not obvious in the given Occupation subtable (pages 42–44), the GM designates this skill. Next, further modify this SV by the result of an **Intrigue** test: −2 SV (CF); −1 SV (F); 0 SV (S); +1 SV (CS).

Locate the resulting Success Value (SV) in the following table (above right). The character has the corresponding occupational status, treated similarly to family Estrangement (page 34). A precise 'ML' could be derived from this SV in order to allow Occupation Rolls similar to Kinship Rolls.

SV	STATUS
≤ 2	Outcast
3–5	Unpopular
5–6	Accepted
7–8	Popular
9+	Favourite

***Status Example**: a Man-at-arms with Initiative ML71 and Intrigue ML33 rolls a 52 on the Initiative SV test—Success (S) for SV7. The Intrigue test roll is 46—Failure (F), reducing the Initiative SV to 6—an Accepted status. A d10 − 1 roll is made to generate an 'ML' (a 7 produces an ML66).*

Travel

Some characters may have already travelled before the campaign begins. Players may wish to determine this before step 12 of character generation so that the result can inform language development. Roll a d10 and include all of the applicable following modifiers. Then apply the result on the ensuing TRAVEL EXTENT table.

FOLK	MOD
Ælrhin	+4
Kuzhai	+2

AGE GROUP	MOD
Young	−2
Old	+2

CLASS	MOD
Unfree	−4
Free	−1
Noble	+3

BACKGROUND	MOD
Wilderness	−2
Rural	−2
City	+1

OCCUPATION	MOD	OCCUPATION	MOD
Hunter	+2	Seaman	+5
Mercantyler	+2	Pilot	+5
Mercenary	+2	Teamster	+2

D10	TRAVEL EXTENT
≤ 3	Home
4–6	Close
7–9	Near
10–12	Near Realm
13–15	Near Region
16–18	Far Region
19+	Remote Region

Home: travel has not gone much beyond the character's birthplace. In feudal realms this would be about one league (4 kilometres or about 2.5 miles) within the lands surrounding a manor. In tribal societies, the absolute area would likely be larger, especially with nomadic folk.

Close: character has travelled within five leagues of home, perhaps to nearby manors or villages.

Near: character has visited places within 25 leagues (over 60 miles) of home, such as a large market town. This is roughly the area of a typical hundred in a feudal realm.

Near Realm: character has done some travel well beyond home but still within the realm of their birth, such as to the capital city or to the border of the kingdom.

Near Region: character is well-travelled, having visited nearby kingdoms or adjacent foreign regions.

Far Region: character has travelled extensively, even to a far-off place by ship or lengthy overland journey.

Remote Region: character has visited places most people have never even heard of on the other side of Venarive, or even beyond.

KELÉSTIA GLOSSARY

aberrance a strange or grotesque source of FEAR; harder to resist and usually more stressful.

active when a soul can take spirit actions and be sensed by living entities; one of three soul conditions (DISSOLVED, DORMANT).

ailment physical trauma other than INJURY or FATIGUE, such as disease, malnutrition, and poisoning.

anchored when a being's soul is connected to its body by the Aura attribute (the 'anchor').

animation when the personality of a spirit with no natural body gains control of an OBJECT. If the object has Ego, then animation requires successful spirit conflict.

appearance what a being's physique looks like, including comeliness, build (height and weight), skin complexion, eye colour, hair colour.

arcane mysteries endeavours that directly draw on the principle energies of reality. All function through the Aura attribute.

arcanist a practitioner of an arcane mystery, such as a mage, invoker, alchemist, diviner, or summoner.

artefact an object of wonderous ability; can be arcane (minor, major, rune piece); astral (talisman); or divine (relic).

astral a being who temporarily inhabits its active soul in the astralscape of the spirit world; distinct from an ASTRALIST.

astral journey the temporary experience an astral has of sensing and exploring the spirit world.

astral mysteries endeavours that beseech spirit entities for power.

astralist a practitioner of an astral mystery, such as a shaman.

astralscape the expression of the spirit world sensed by an active soul with the Empathy attribute.

attunement (also **attune**, **attuned**) a connection between a living entity's soul and certain artefacts.

Aura strength of soul; in beings Aura anchors the soul to the body, which is the definition of being alive.

aural shock temporary disruption of the connection between a being's soul and body; one of three types of mental trauma (FEAR, STRESS).

aware when a being is CONSCIOUS and cognisant; able to test Awareness; includes being stunned.

beast a being whose personality includes Aura and Will but not Morality.

being a living entity with a soul anchored to a body, such as people, beasts, plants, or Will-artefacts.

body the corporeal shape a being inhabits in the physical world.

bound form the shape an elemental inhabits in the physical world, comprised of a naturally occurring element, such as flame or water.

build a living being's height and weight, either quantified literally or qualified through descriptive traits.

captive soul a dormant soul in Morgathian hell (*Durakhar*) that cannot become active; souls outside of hell cannot engage it with spirit actions.

conscious when a being is awake in the landscape of the physical world; includes being awake but UNAWARE.

concurrence (also **concur**, **concurred**) an esoteric connection between a soul and an Earthmaster object.

consonance the bond Aura creates between a being and carried objects up to half Spirit ML lb.

continuous effect an enchantment that is always active; invocation is not required.

control when a personality decides how its shape (usually body) acts.

corporeal an entity inhabiting a shape in the physical world that can touch and be touched; includes BODY and incarnated FORM.

corpse the object a body turns into when Aura is no longer anchored to the body.

creature a living entity with a body and at least an Aura and Will; includes people and beasts.

damage the weakening of an object's durability.

death when Aura no longer anchors a being's soul to the body, the latter of which usually temporarily exists as an object (CORPSE).

dematerialise when an entity loses its shape in the physical world; it can still technically inhabit a body, just one that is not 'there'.

destruction when an object is beyond function and repair.

disembodiment when a being switches inhabitation and perspective from the physical world to the spirit world; the soul remains anchored to either a corporeal or dematerialised body.

dissolved (also **dissolution**) when a soul can neither take spirit actions nor be sensed by living entities; one of three soul conditions (ACTIVE, DORMANT).

divine mysteries endeavours that assume the existence of gods but the outcomes of which do not demonstrate or prove it.

dormant when a being's soul is uninhabited, yet may still be sensed by living entities; it may partake in Spirit Conflict only when targeted by an active soul; one of three soul conditions (ACTIVE, DISSOLVED).

Earthmaster objects the objects thought to have been created by the ancient Earthmasters; believed by some to be an unknown type of living entity.

Ego the mental attribute in an artificial personality that performs the same functions as Aura and Will do in natural personalities.

element what principle energy is in the physical world landscape.

energy (also **force**) a feature of Keléstia with neither a soul nor a body; comprised of three types—PRINCIPLE, PLACE, and GATEWAY.

entity a feature of Keléstia with a soul and/or body, living (SPIRIT or BEING) or non-living (OBJECT).

esoterica the arcane and astral mysteries; so grouped by their reliance on the Aura attribute and by their overt expressions (spells and powers) versus the enigmatic expressions of the divine mysteries.

ethereal a living entity inhabiting its soul and having perspective in the spirit world (a SPIRIT or ASTRAL); also synonymous with the term SPIRIT WORLD ('ethereal world').

ether-corporeal a spirit inhabiting the spirit and physical worlds at the same time, due to a rift between the astral- and landscapes.

fate a living entity's life course as an element of timeless Keléstia; the primary focus of divination.

fate points the quanta players may use to better define the fate of their characters as revealed through attribute and skill tests and rolls; not applicable to tests of Aura and skills in the Esoteric Group.

fatigue exhaustion or lack of vitality; one of three types of physical trauma (AILMENT, INJURY).

fear an immediate, usually fleeting, response to perceived danger; one of three types of mental trauma (AURAL SHOCK, STRESS).

feature one of two components of Keléstia, either ENTITY or ENERGY.

folk a being with Morality and capable of individual PURPOSE; this likely excludes Gargun, who have likely only a group/species purpose.

form the corporeal shape an incarnated spirit inhabits in the physical world; usually functions like a body with regard to trauma, except upon suffering a KIA shock state, when it is destroyed.

gateway a type of energy that transfers beings, usually from one point in a physical world to another point in a physical world.

grace a bond made by an Aspect ('god') with living entities that allows them to request miracles; an unfathomable divine mystery.

host mass the natural element that houses an Elemental's bound form in the physical world; must be at least as large as the bound form.

incantation (also **incanter**) the ARCANE MYSTERY of channelling ethereal forces into the physical world; includes invocation and spellcasting (such as Pvarism).

incarnation (also **incarnate**, **–d**) a spirit's ability to take shape in the physical world, called taking FORM.

incorporeal (also **noncorporeal**) not having shape in the physical world.

inert a physical world shape unable to take action on its own, including a living, but uninhabited, body.

inhabitation (also **inhabit**) where an entity's PERSONALITY exists—either in its soul or, if it has one, its shape (which is a body, if a being; or a form, if an incarnated spirit).

injury potentially life-threatening trauma to a being's body or form; can include bleeding, shock, and impairment; one of three types of physical trauma (AILMENT, FATIGUE).

inoperable when an OBJECT, or part of one, does not function.

intensity one of three levels of psyche trauma; a trait, impulse, or disorder.

invisible when a shape cannot be seen in the physical world but might be sensed in other ways (touched, smelled, heard).

Keléstia reality; composed of two features—entities and energy.

landscape the expression of the physical world directly sensed with the Perception attribute (or subattributes) and Awareness skill.

latent effect an enchantment that requires invocation to be active.

living entity an entity with a natural soul, either a SPIRIT or a BEING.

manifestation the ability of a spirit inhabiting its soul in the spirit world to create sensory phenomena in the physical world.

medium an arcanist inhabiting a body in the physical world who can take the sense, commune, and conflict actions in the spirit world.

mental attributes Aura, Will, Reasoning, Creativity, Empathy, Eloquence; can be part of a living entity's personality.

KELÉSTIA GLOSSARY

mental trauma the weakening of a living entity's personality; includes FEAR, STRESS, and AURAL SHOCK.

Morality a characteristic that measures selflessness; unique to natural personalities and some artefacts with Ego; required for the entity to have a PURPOSE.

morality trait a description of the character's morality; often just a single adjective for shorthand.

native soul a being inhabiting its body in the physical world with a dormant soul in the spirit world.

natural an inherent characteristic of an entity.

mute a personality inhabiting its body but not able to control it or speak.

non-living entity an entity with no natural soul and usually no personality; an artefact with Ego volition has an *artificial* personality and so is still non-living.

object a non-living entity that naturally lacks PERSONALITY; when enchanted with Ego, it gains an artificial personality that inhabits a shape called an arcane artefact.

person (also **people**) a being whose soul is anchored to a natural body and who possesses Morality.

personality what inhabits an entity's soul or body, either natural (based on Aura and Will) or artificial (based on Ego); can include mental attributes and skills, morality, purpose, grace, psyche, and fate.

personality trait a description of a living entity's personality; three common types—SUNSIGN, MORALITY, and PSYCHE TRAITS—are often described by a single adjective for shorthand.

perspective where a being's senses are directed—at the landscape of the physical world, or at the astralscape of the spirit world.

petition when a shaman in the astralscape seeks power from a SPIRIT GUIDE.

physical attributes Strength, Endurance, Dexterity, Agility, Perception, Comeliness; Voice; can be part of a being's physique.

physical trauma the weakening of a being's physique; includes FATIGUE, INJURY, and AILMENT.

physical world one of two parts of reality, where entities exist in a landscape.

physique the physical attributes and appearance associated with a living entity's body.

piety a characteristic of the divine mysteries; measures the reverence a follower has for a religion's rituals. Unorthodox morality can reduce and even eliminate it.

place energy ethereal phenomena that exist in the spirit and physical worlds at the same time, often associated with specific PRINCIPLE ENERGIES.

plants a being whose personality includes Aura, however faint, but not Will and Morality; sometimes confused with a mere 'object'.

possession when the personality of a spirit with no natural body gains CONTROL of a being's body through successful spirit conflict.

principle energy ethereal phenomena natural to the spirit world that are integral to the existence of entities; exists in many, perhaps infinite varieties; Pvarism focuses on six core manifestations (earth, metal, fire, air, aura, water) and various associated principles.

psyche the personality characteristic that reflects a living entity's mental health.

psyche stress level the quanta that measure trauma to the psyche, similar to how injury levels measure trauma to the body.

psyche trait the personality traits that arise out of psyche stress; qualified by one of three intensity levels: trait, impulse, and disorder.

purpose a personality trait that can only exist in entities with Morality; can be a one-word description but usually requires longer explication; a central element players develop in their characters during the game.

reality the English translation of the word KELÉSTIA.

reembodiment when an astral switches embodiment from the soul to the body, and perspective from the spirit world to the physical.

rematerialise when an entity that has dematerialised regains its shape in the physical world. Often accompanied by reembodiment.

reverie an astral mystery practiced by the Ælrhin (elven-folk); involves a semi-conscious state similar to shamanic trance but does not require an astral journey.

semi-corporeal when a being inhabiting a body in the physical world exhibits incorporeal features, such as translucence; sometimes the being can also gain perspective in the spirit world.

senses how an entity achieves perspective of the physical world landscape (touch, taste, hearing, sight, smell, thermoception etc.), or the spirit world astralscape (feelings); Perception attribute and Awareness skill govern the former, Empathy attribute the latter.

Shadow an ethereal phenomenon associated with the god Morgath; can induce fell trauma to a being's soul; not well understood.

shadow life the 'reward' for embracing the Shadow.

shape how an entity appears in the landscape of the physical world: some spirits take incarnated form; Elementals take bound form; beings have a body; non-living entities (objects) *are* simply shape.

Shock the skill measuring the vitality of a being's body and how well it resists physical trauma.

soul what a living entity's personality inhabits in the spirit world; also called its TRUE FORM.

spirit a living entity with a natural soul but without a natural body.

spirit actions what an active soul can do in the astralscape; includes roaming, sensing, communing, immersion, and conflict.

Spirit the skill measuring the vitality of a living entity's soul and how well it resists spells, mental trauma, and spirit conflict.

spirit guides the target of a shaman's PETITION; either ancestor or totem spirit, or energy 'spirit'.

spirit world one of two parts of reality; where souls and energy exist in the astralscape.

stress trauma that alters a being's PSYCHE; one of three mental traumas (AURAL SHOCK, FEAR).

sunsign the zodiacal constellation under which a person is born; affects several arcane tasks, such as spellcasting and fate rolls.

sunsign trait a personality trait that reflects the influence of a character's time of birth.

tradition a specific shamanic heritage; those not part of the tradition are called outsiders.

trauma the weakening of an entity's mental or physical health.

true form synonymous with a living entity's SOUL; it can be sensed in an active or dormant soul in the spirit world, and revealed through a being's Aura in the physical world.

true sight the various ways a living entity senses another's TRUE FORM.

unanchored when a being's Aura no longer connects the soul to the body; results in death of the body and the personality's immediate inhabitation of the soul.

unaware an UNCONSCIOUS being, or one CONSCIOUS but not cognisant, unable to test Awareness; includes the Incapacitated shock state.

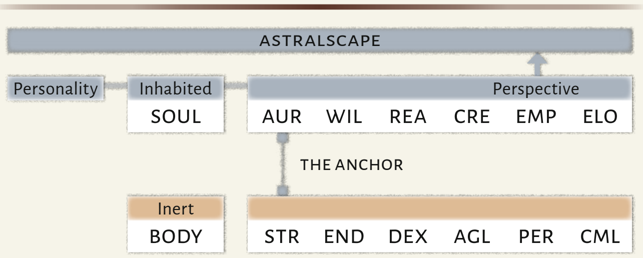
unconscious when a being is not awake and does not perceive the landscape of the physical world.

volition the Ego or Will of a major artefact that allows it to activate two or more enchantments.

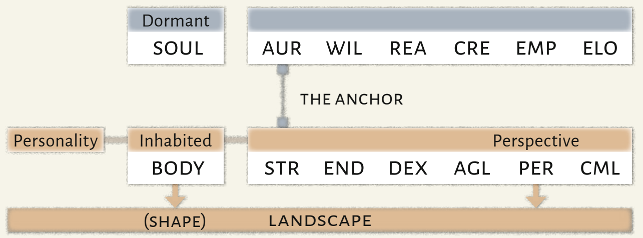
Will a mental attribute in a natural personality; can serve as VOLITION in a major artefact.

Will-artefact a natural personality inhabiting an artefact-object; thus, a being but not a person.

AN ASTRAL IN THE SPIRIT WORLD



A BEING IN THE PHYSICAL WORLD



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HÂRNMASTER KÈTHÎRA

BIRTH

NAME
FOLK
AGE GROUP
BIRTHDATE
SUNSIGN
BIRTHPLACE

FAMILY

SOCIETY
CLASS
OCCUPATION
BACKGROUND
ESTRANGEMENT
PANTHEON

STANDING

OCCUPATION
HOME
WEALTH COIN

TRAITS

SUNSIGN
MORALITY
PSYCHE

FATE

ROLL FP

GRACE

PIETY

BLESSING
DOCTRINE

ATTRIBUTES

PHYSICAL		SCORE	ML
STRENGTH	STR		
ENDURANCE	END		
DEXTERITY	DEX		
AGILITY	AGL		
PERCEPTION	PER		
COMELINESS	CML		

MENTAL		SCORE	ML
AURA	AUR		
WILL	WIL		
REASONING	REA		
CREATIVITY	CRE		
EMPATHY	EMP		
ELOQUENCE	ELO		

APPEARANCE

COMPLEXION
HAIR
EYES
HEIGHT
WEIGHT
HANDEDNESS

SKILLS

SOCIAL [ ]		SB	ML
Charm	CML·EMP 3		
Command	WIL·ELO 2		
Discourse	REA·ELO 2		
Guile	EMP·CRE 3		
Intrigue	EMP·REA 3		
Singing [ ]	VOI·CRE 3		
Theatrics	CRE·ELO 1		
	ELO·REA		
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NATURE [ ]		SB	ML
Survival	WIL·REA 1		
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LORE [ ]		SB	ML
Cookery	PER·REA 2		
Folklore	REA·WIL 1		
Physician	REA·PER 1		
Ritual,	WIL·REA		
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CRAFT [ ]		SB	ML
Drawing	DEX·CRE 1		
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PHYSICAL [ ]		SB	ML
Awareness	PER·WIL 3		
Climbing	AGL·DEX 3		
Dancing	AGL·CRE 2		
Jumping	AGL·STR 3		
Riding	EMP·AGL 1		
Stealth	AGL·WIL 3		
Swimming	AGL·END 1		
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COMBAT [ ]		SB	ML
Archery	PER·DEX 1		
Initiative	WIL·REA 3		
SHOCK	STR·END		
Melee	DEX·AGL 2		
DODGE	AGL·PER		
Throwing	DEX·PER 2		
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ESOTERICA		SB	ML
Spirit	AUR·WIL 3		
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HÂRNMASTER KÈTHÎRA

COMBAT SKILLS

INITIATIVE	
AWARENESS	
DODGE	
EVASION	
SHOCK	

ENCUMBRANCE

ARMOUR	
GEAR	
STR MOD	
ENC	
BULK	

MOVEMENT

MOVE	
EFFECTIVE	
HALF	
FULL	
DOUBLE	

COMBAT GEAR

MELEE WEAPONS	WQ	HFT	RCH	**ATK**	**DEF**	ZD	IMP	TA

MISSILE WEAPONS	WQ	DRW	BR	**ATK**	PRJ	ZD	IMP	TA

ARMOUR / CLOTHING

TRAUMA

BODY LOCATION

ZN	LN	LOC	B	E	P	F	SHK
HEAD 1	1–5	SK					○❺
	6–8	FA					●❹
	9–10	NK					●❺▽
ARMS 2–3	1–3	SH					●❸
	4–6	UA					○❶▼
	7	EL					○❷▼
	8–9	FO					○❶▼
	10	HA					❷▼
TORSO 4–7	1–4	TX					●❹
	5–7	AB					●❹
	8–10	PV					●❹
LEGS 8–10	1–4	TH					●❸▽
	5	KN					○❷▼
	6–8	CA					○❶▼
	9–10	FT					❷▼
AREA ATTACK			•	•	•		❻

INJURY

HB:

R L

R L

IMPACT

IMPACT	1+	5+	10+	15+	20+
INJURY	M1	S2	S3	G4	G5

SHOCK ROLL

CF	F	S	CS
❷	❶	⓿	-1

SHOCK STATE

SHOCK	≤6	❼	❽	❾	❿
STATE	•	STN	INC	UNC	KIA
BLEEDING		☐	☐	☐	☐

AILMENTS

FATIGUE

WINDED	
WEARY	
WEAK	
PF	
END SR	

STRESS

PSYCHE

AURAL SHOCK

SHADOW

POSSESSIONS

NOTES